

Nintendo®

OFFICIAL MAGAZINE

Nintendo
GAMING 24·7.

THE UK'S BIGGEST AND BEST SELLING NINTENDO MAGAZINE

ISSUE 126
MAR 2003

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24

FIRST EVER UK
REVIEWS INCLUDING...

- » RESIDENT EVIL ZERO
- » SUPER MONKEY BALL 2
- » RAYMAN 3
- » ISS ADVANCE
- » VIRTUA TENNIS & MORE!

SONIC BLOWOUT!

- First Play Sonic Advance 2
- First Shots GameCube Sonic DX
- First Look Yet more Sonic GBA

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THE LORD OF THE RINGS: THE TWO TOWERS
TOM CLANCY'S GHOST RECON
POKÉMON RUBY AND SAPPHIRE
ISS3
IKARUGA
DR MUTO
DEFENDER



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WHO DOES WHAT

Editor Tim Street
Deputy Editor Richard Marsh
Production Editor Kingsley Singleton
Staff Writer Dominic Wint
Staff Writer Michael Jackson
Art Editor Mark Sommer
Deputy Art Editor Zeta Fitzpatrick

Thanks to: Dan Payne, David McComb, Maura Sutton, James Honeywell, Claire Stocks-Wilson, Shelly Friend, John and Lloyd at Cake, James Beaven, Doug Johns, Shaun White, Faye O'Donoghue, Kathy Campos, Steve Merrett, Phil Robinson, Simon Callaghan and Raven Games.

Printed by: St. Ives, Andover

Publisher Gil Garagnon
Advertising Director Julie Dupree
Tel: 01778 561761
E-mail: julie@dupreecreative.com
Marketing Manager Stuart Bell
Tel: 01733 288090
Promotions Executive Kate Chapman
Tel: 01733 465661
Editorial Enquiries Tel: 01733 237111

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Meet the team

MEET THE PEOPLE WHO MAKE NINTENDO OFFICIAL MAGAZINE SO BLOODY GREAT



Well, who would have thought that this issue would have been possible ten years ago? Sonic on the cover of *Nintendo Magazine System* – as it was called back then – would never have been considered, but how things have changed since the days of the Super NES.

Now Sonic's steaming onto GameCube and Game Boy Advance later this year with his second outing on Nintendo's next-gen consoles and *NOM* has got not one, not two, but *three* Sonic stories in our huge hedgehog blowout, starting on p18.

Alongside Mario, Nintendo owners now have another classic gaming icon to enjoy and couple these with the return of other timeless stars like Samus and Link and it's looking like 2003 is going to be a real year to remember.

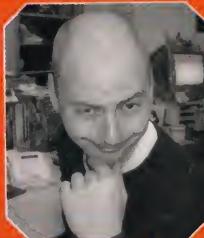
With some of GameCube's greatest games going dirt cheap in April and a great deal on GameCubes for any of your mates who are yet to pick one up, it's a very special time indeed. The days of Nintendo being branded 'a kids machine' can also be consigned to the bin, because there are some truly adult titles due for release in the next few months, starting with Capcom's return of the zombies in *Resident Evil Zero*, which we've reviewed on p60. Add to that *Hitman 2*, *Tom Clancy's Ghost Recon*, *Red Faction II* and *Splinter Cell*, and the list just gets bigger by the month. You can almost smell death in the air...



Tim Street

Tim Street, Editor

RICHARD MARSH
DEPUTY EDITOR



My month in games...

- Conducting a clandestine affair with a blonde-haired bounty hunter
- Getting very angry at the glut of sub-standard GBA games
- Counting the days until I can use Link in *Soul Calibur II*

KINGSLEY SINGLETON,
PRODUCTION EDITOR



My month in games...

- Playing *A Link To The Past* during yet another M25 jam
- Reliving my dot-gobbling youth and enjoying Pac-Man's arrival on GameCube
- Loving every minute of the Lovecraft-tastic *Eternal Darkness*

DOMINIC WINT,
STAFF WRITER



My month in games...

- Pointlessly discussing the intricate skills of *Tiger Woods* with Mark
- Crossing every finger and toe as I pray every night for *Winning Eleven* to hit the UK
- A certain third-party memory card wiping my *Star Fox* saved data

MICHAEL JACKSON,
STAFF WRITER



My month in games...

- Dreaming of the day when *The Wind Waker* comes to the UK
- Loving every minute of *Rayman 3's* link-up to GBA
- Getting all dewy-eyed at the release of *Contra Advance* – and struggling to beat it

MARK SOMMER,
ART EDITOR



My month in games...

- Pointlessly discussing the intricate skills of *Tiger Woods* with Dom
- Rejoicing at the thought of £20 GameCube titles
- Having daily battles with Tim on the ever-popular *FIFA 2003*

ZETA FITZPATRICK,
DEPUTY ART EDITOR



My month in games...

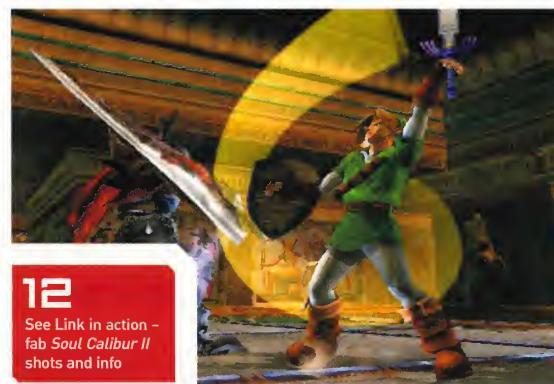
- Saving my hard-earned pennies until 3 May and the launch of *The Wind Waker*
- Thrashing my boyfriend at *Godzilla* yet again!
- Admiring the multiplayer modes in the new *Super Monkey Ball 2*

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March 2003

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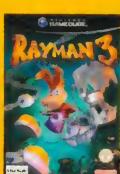
119 TNT Buyer's Guide

Every GameCube game rated in this handy guide to the best games. Don't make a purchase until you've read this.



win all this cool stuff

We've more piles of lovely free stuff to dispense this month. To be in with a chance to win, just phone 0905 053 110, then add the number of the competition at the end. So if you're entering the *Rayman* competition, dial 0905 053 1101. Answer the question, leave your name, address and daytime telephone number and we'll call you on 10 March if you win. Don't forget to ask permission from whoever pays the bill.



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Those monkeys are back with more of their madcap action. Is the magic still there?

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Are you man enough to take on this super-hard action game? Find out here.

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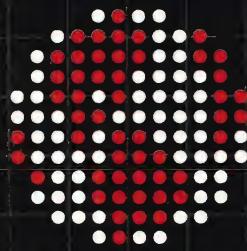
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102 Resident Evil Zero

The infested mansion's been laid bare, just for you.

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Those monkeys'll drive you crazy if you let 'em. Learn how to control your ball.



Nintendo

PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS



GBA GROWS UP

PREPARE FOR A BRIGHTER, SLEEKER AND ALTOGETHER FUNKIER WAY TO PLAY GAME BOY ADVANCE GAMES – BATTERIES INCLUDED.

GAME BOY ADVANCE SP • OUT 28 MARCH

The days of desperately angling your GBA towards a light source are all but over, soon you'll be able to play anywhere, safe in the knowledge that a stray cloud or power cut won't scupper a niggling boss battle or taxing puzzle. This is progress friends, but like any improvement it comes at a price, and in this case it'll cost you around £90 when Game Boy Advance SP launches in the UK on 28 March.

But before you scream, 'I've just bought a flaming GBA!', let's make one thing crystal clear: this isn't a more powerful GBA – its

processing gubbins are identical to the standard GBA that launched in 2001. In fact, Nintendo intends to sell both versions, with the choice of portable partner left entirely up to gamers.

The main changes are the front-lit screen, rechargeable lithium-ion battery, reworked button layout and achingly cool design that subtly apes the look of a Game & Watch while at the same time capturing the utterly desirable shape of a top-end portable DVD player. It's a purposely adult offering, with the chief aim of enticing a new breed of image-conscious gamers.

The GBA SP will come in a choice of three finishes: silver, black and blue. And, like all top models, it's abnormally light with a look and feel as desirable as a Page 3 convention in your bedroom (okay, maybe we're getting a *little* carried away here). Its size compares to a portable Mini-Disc recorder, allowing it to sit snugly in your pocket, too.

Its compact design is down to the fold down screen, which allows for a dramatic reduction in width and a slight decrease in thickness when compared to a standard GBA. Another benefit is total protection for the screen when it's folded away. The screen



itself is exactly the same size as the current GBA and offers the same resolution.

The light is very evenly spread from the edges of the screen with no glare and gives enough light to play in darkness, but not enough to wash out the graphics.

There's doubt that the main losers in this announcement are battery manufacturers because the slimmed down design is partly due to the rechargeable

lithium-ion battery that's housed underneath the unit. Nintendo tell us the battery will provide ten hours of gaming with the light on and 18 hours with it off and it's said to last for over 400 charges, with just three hours needed to fully charge the battery. Exhausted batteries can be easily changed and with a built in power port it's possible to play the GBA SP while charging.

Another definite plus point for large-handed gamers is the reconfigured button layout which from our playtest seems much more comfortable, especially the shoulder buttons, which are placed where your index fingers naturally fall.

The D-Pad and the two face buttons are now much closer together, with the D-Pad not as raised up as on a standard GBA. There's a standard Link Cable port too, though strangely there isn't a headphone port, which seems a little odd to us. As for the name, the initials SP stand for Special Project. Pretty apt we'd say.



BREAK OPEN THE PIGGY BANK

IT'S A DEAL, IT'S A STEAL, IT'S THE SALE OF THE CENTURY AS NINTENDO DROPS GAME PRICES AND RELEASES A TANTALISING GAMECUBE OFFER.



= £129.99

If you're looking to buy a GameCube then there isn't a better time than now. Nintendo is currently running a fantastic free game offer that means you could walk away with a GameCube and a corking Nintendo title, all around £129.99.

There are seven titles to choose from: *Eternal Darkness: Sanity's Requiem*, *Wave Race Blue Storm*, *Disney's Magical Mirror*, *Doshin The Giant*, *Luigi's Mansion*, *NBA Courtside* and *Pikmin*.

The offer's open until 20 March at all good gaming retailers, so get your pennies together and get that GameCube.

SEVEN TITLES TO CHOOSE FROM



□ 'Every one's a winner, baby, that's the truth.' Well except maybe *Doshin The Giant* and that dirge with the mouse in it...

They're cheap as chips!

□ Just as we were going to press we received word from Nintendo about the release of a range of budget GameCube titles. Dubbed Player's Choice, three titles will initially be available: *Super Smash Bros. Melee*, *Luigi's Mansion* and *Pikmin*, all priced at under twenty quid!

"I AM REALLY PLEASED THAT WE'RE OFFERING THESE NINTENDO CLASSICS IN THE UK FOR AROUND £20 AND WE'LL ADD MORE GAMES TO THE LINE UP THIS YEAR. KEEP READING *NOM* FOR ALL THE LATEST INFORMATION."

SHELLY FRIEND, EUROPEAN HEAD OF PR AND COMMUNICATIONS

We'd love to see the likes of *Star Wars Rogue Squadron II*, *Wave Race Blue Storm* and *Eternal Darkness* included in the next batch of budget titles, but until then, soak up the cheap game goodness, bargain hunters.

PLAYER'S CHOICE
£20



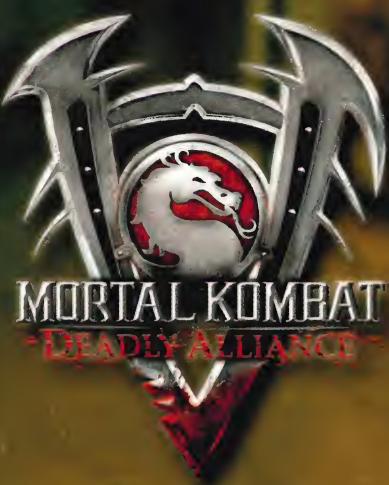
★★★★★ LOADED

'A TRULY EXCELLENT FIGHTER.' NGC

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PlayStation.2 GAME BOY ADVANCE



IT'S IN US ALL

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 MIDWAY

MR DRILLER IN DRILL LAND • GAMECUBE • OUT TBC



It's true, we all wear top hats and have beards in the UK...

DRILL THRILL

□ Drilling through the earth like a demented workman isn't necessarily the first place developers look for inspiration, but Japanese games developers aren't particularly known for their grounding in logic or sense. Hence the appearance of *Mr. Driller*, and his drill-based puzzlement.

Mr. Driller finds himself at a kind of drilling amusement park, where he must take part in a variety of drilling challenges. These are loosely based around drilling to the

bottom of a level as quickly as possible, using power-up blocks, be they imbued with the ability to set off block destroying combos or chain-reaction colour cascades.

Previous *Mr. Driller* games are entirely mad and shockingly addictive as only simple puzzle games can be. And there's every reason to think this'll be the nuttiest yet, especially if you factor in multiplayer madness and possible GBA link-up action. You have been warned.

XTREME-G RACING ASSOCIATION • GAMECUBE • OUT TBC

LESS G, MORE CARNAGE

SUPersonic motor bikes bristling with weapons – it can only be *XTREME-G*.

Last year's *XG3* was one of the fastest racers we've ever played, giving even the insanely fleet-footed *F-Zero* license a run for its money. Now it's returning with an emphasis on weapons, strategy and team-based career progression in *Xtreme-G Racing Association*.

It's still mentally fast bikes on gravity-flaunting tracks, but from what we've learnt the tracks are noticeably wider with more branching sub-routes and a wider variety of surfaces. This is apparently delivered with a slight drop in speed to allow weapon-based strategy to have an effect on race outcomes.

We're yet to be convinced this is a favourable pay-off for a lower top end, but we're encouraged to hear about a longer, more involved Career mode and the addition of new teams, bikes and race modes. Expect a Preplay very soon.



□ If it moves as good as it looks...

V-RALLY 3 • GAMECUBE • OUT JUNE

REALISM 1, CARTOON RACERS 0

□ Hey, we all love *Mario Kart*, but there are times when only ultimate realism will do, and for occasions like this we'll have the grandeur of *V-Rally 3* come June.

Yes, it's already out on other formats, but who cares when you've got the solemn promise from the developers that they'll make this the best version of *V-Rally 3* ever?

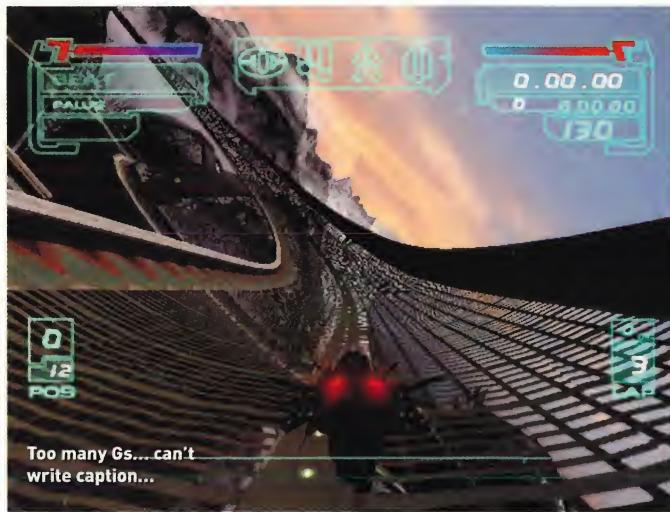
Heard it all before? Us too, but we know by now that any GameCube version of a PS2

game will look better – if the effort's put in – so, in the end, it boils down to gameplay.

Well, they've bowed to criticism pointing out that the tracks were too narrow and that the handling was a bit vague. The upshot is a promise for crisper handling and slightly wider tracks, plus a bundle of GameCube-specific special effects, to both the visuals and sound. We'll be watching this like a hawk, with a Preplay due very shortly.



Mike J speeds toward NOM's new base at Peterborough... you can almost smell the base



Too many Gs... can't write caption...



unleash the rage of vengeance

sometimes you just don't have it in you to be nice, when the fortune of your race is in the hands of Evil, there's only one kind of force that opens doors. think hard, work fast, break bones vengeance will be yours.

PlayStation®2

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STATE NEWS

■ According to US entertainment magazine *Variety*, plans are being drawn up to produce a film based on *Metroid* after the rights were acquired by producer Warren Zide (the money man behind *American Pie* and *Final Destination*). In the film, Samus Aran is commissioned by the Galactic Federation to eliminate the threat of the Metroid.

The producers are currently on the lookout for writers, directors and actors to star in the movie. In a Nintendo poll on NoA's website, Jessica Alba from the *Dark Angel* TV series is leading the charge to play Samus.

■ American *Metroid* fans have even more to celebrate with the release of a fully poseable Samus Aran action figure from Joyride Studios. The model comes complete with a selection of game hints and tips and is fully licensed by Nintendo of America.

■ Nintendo of America is also releasing a range of cut-price titles for the GameCube. Dubbed Player's Choice, the range will include *Pikmin*, *Super Smash Bros. Melee* and *Luigi's Mansion*. Player's Choice will retail for \$29.95 (about £18/£19).

■ Following the recent announcement that dance game *Space Channel 5* is being converted to GBA, screens have emerged showing the alluring Ulala dancing like a freak. The game, full title

Space Channel 5: Ulala's Cosmic Attack, is scheduled for a May release in the US.

■ To coincide with the release of their latest *MLB* update, *Slugfest 20-04*, Midway is scouring the Land of the Free to find cheerleaders to promote the game. And the good news is that they want fans to judge the contest.

Logging on to <http://www.midwaysports.net> will give *MLB* fans the chance to win a trip to *MLB* Spring Training where they'll get to serve as an honorary judge in a contest to find a cheerleader.



SOUL CALIBUR II • GAMECUBE • OUT TBC

Link's

HYRULE'S GREATEST ADVENTURER POPS UP TO MAKE THE LATEST *SOUL CALIBUR* INSTALMENT A TRULY MOUTH-WATERING PROPOSITION.

■ Eat-'em-up masters Namco has confirmed that the GameCube version of the hotly anticipated *Soul Calibur II* will feature Link as a playable character.

Set for a March release in Japan, *Soul Calibur II* looks like it could wipe the floor with all other fighting competition. The game tells the tale of a classic battle between good and evil and the quest to find and claim a legendary blade. Adventurers have



Link tries to pull off the 'power of Grayskull' move



That's what happens when you cop a feel without asking, Link



There was a nasty surprise awaiting the Changing Rooms crew this time



The game also features a samurai Dave Seaman. Honest

init!



□ Link tries to remember where he parked his Deku Leaf. Well, wouldn't the constant switching between cel-shading and manga-style make you feel a bit out of sorts?



□ It's a battle to the death for the honour of being World's Worst-Dressed fighter



□ No matter how hard he tried, Link couldn't slice the bumblebee in two

travelled from far and wide to hunt out the elusive weapon and it's up to you to choose your warrior and grab the weapon for yourself.

Soul Calibur II will feature seven different modes of gameplay including Arcade, Versus, Time Attack and Survival. In addition to the game modes found in the arcade version, the home console release will feature a new Weapon Master mode where players battle their way through wave upon wave of enemies, collecting up to 200 different weapons to use as you see fit. The

Weapon Master mode promises to add a distinct RPG element to the brawling.

As well as Link, *Soul Calibur II* will include a totally new character, a hulking reptilian creature called Necrid, designed by Todd McFarlane, the creator of comic book character Spawn.

We are wetting our pants in anticipation of this game as the original is generally regarded as the most complete beat 'em up of all time and there's no reason to doubt the sequel's credentials. We'll have more news on this hot title soon.

JAPAN NEWS

■ After ten years of being the majority owner of the Seattle Mariners baseball team, former Nintendo president Hiroshi Yamauchi will finally get to see his team live in action as they travel to Tokyo to face Oakland Athletics in the Major League season opener. Yamauchi-san has bagged himself a seat right behind the batter.

■ The Triforce agreement between Nintendo, Sega and Capcom is close to bearing fruit with the news from Capcom that their first Triforce title is underway. The new game will be based around the *Gundam* franchise, but no further information has so far been released.

■ A successor to GameCube will be released in 2005. According to Nintendo President, Satoru Iwata, Nintendo has no plans to 'do a Sega' by becoming a software-only company. 'When we withdraw from the home game console market, that's when we withdraw from the video game business', said



Iwata-san.
■ Japanese *Final Fantasy Tactics Advanced* fans are getting ready for a treat with the news that a

double CD soundtrack from the game is set for a release. The two-disc set will include original music from the game as well as a version played by a full symphony orchestra.

■ *Pokémon* update may have been knocked from the top spot in the Japanese sales charts but they continue to sell in extraordinary numbers. At the last count, over 3.5 million copies of *Ruby* and *Sapphire* had been sold to crazed Japanese gamers.



SERIOUS ROAD RAGE

OUT OF THE RING AND INTO THEIR CARS, WE'VE GOT CRACKING ALL-NEW SHOTS.

Instead of just relying on *Wrestlemania* to satisfy GameCube grappling fans, THQ is taking a departure from the squared-circle with the WWE spin-off, *Crush Hour*.

From what we've seen, *Crush Hour* takes its lead from *Demolition Derby* on the N64, but this time all drizzled with WWE goodness. The very loose story sees Vince McMahon taking over the WWE and, in his wisdom, he has created a car combat experience, complete with smash-ups aplenty and sophisticated weapons.

Featuring regular game modes, including Season and two-player head-to-head, each wrestler can go for a spin in their own unique motor. As expected, the Undertaker roars around on his famous Harley

Davidson, The Rock jumps behind the wheel of a sports car and RVD drives an ATV. In addition, the game will also feature an impressive roster of 30 unlockable stars.

Combining the vocal talents of WWE commentator, Jim Ross, with the high-octane, no-holds-barred racing each wrestler has their own phrases to wind up opponents. The range of weapons on offer is nothing like the puny baseball bats, road signs and tables seen in previous WWE games either. This time it's the arrival of laser-guided missiles, double-damage power-ups and eye-watering accelerator boosters to get the hell out of a tight spot. Due for release in April, expect a Preplay in a forthcoming issue.



□ Blam! That'll teach you for having long hair and tight pants



□ A huge globule of The Rock's phlegm makes for an excellent projectile weapon in *WWE Crush Hour*



□ After passing his test, NOM's Mike J found he couldn't drive straight anymore



□ Ever wondered what it's like to be bunny-hopped by Chris Jericho?



□ The arenas are filled with carnage for the leering spectators to gawp at



□ Square smoke makes a welcome return, as do triangular balloons



□ Square smoke makes a welcome return, as do triangular balloons



□ You'll get to drive as Vince McMahon – and smash his head into the wall at the same time if you like

RED FACTION II • GAMECUBE • OUT APRIL

THIS TIME IT'S WAR

IT'S NOT JUST *TIMESPLITTERS 2* THAT'S OFFERING GREAT BLASTING ON GAMECUBE. *RED FACTION II* IS READY FOR WAR.

The next few months will see a wealth of stealth games and all-out blasters to admire on your Nintendo box of love – *Metroid Prime*, *Hitman 2* and *Splinter Cell*. Now judging from these juicy and exclusive new shots, *Red Faction II* is looking just as meaty.

Already available on other formats, *Red Faction II*'s GameCube incarnation has seen a variety of enhancements, including smoother character animation and moodier-looking levels where enemies hide in the shadows.

The game's plot sees a corrupt dictator called Sopot hellbent on a plan to unify the people of the Commonwealth and the United Republic. The consequences of his actions have left the Commonwealth population on the poverty line and, to stop his evil plans, an elite band of brothers is formed with just one aim – to defeat the tyrant Sopot at any cost.

As a member of the rebel platoon you'll have to be adept at using a variety of weapons depending on your choice of character, so expect to get your mitts on dual handguns, sniper rifles, grenade launchers and vehicles including a tank, submarine and helicopter. Each rebel soldier also has their own fighting characteristics, including Alias, a master demolitions specialist, Tangier, a stealth expert and the gung-ho Molov.

Bolted onto the main game are a variety of four-player deathmatches to enjoy. Capture the Flag makes another return and you can team up with friends for some furious two-versus-two action. You'll love some of the specific power-ups on offer including slow-mo, which makes your opponents crawl along at a snail's pace, damage multipliers and magnet, a power-up that draws a rival into your line of fire. It's looking great, so stay tuned to *NOM* for a full Preplay soon.



□ That's a whole lot of firepower, so use it wisely. Nah, on second thought just shoot everything that moves



□ We're no military experts, but that doesn't look like much fun to us

TURNED ON...



COMING UP

At the time of going to press these games were scheduled to appear...

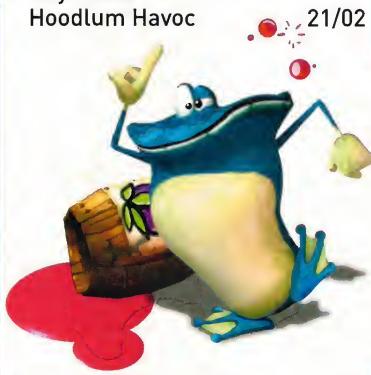
February



- MK: Deadly Alliance 14/02
- Evolution Skateboarding 21/02
- Hunter: The Reckoning 21/02
- Rayman 3 Hoodlum Havoc 21/02
- Frogger Beyond 28/02

GAME BOY ADVANCE

- Contra Advance 14/02
- Mortal Kombat: Deadly Alliance 14/02
- The Invincible Iron Man 21/02
- Rayman 3 Hoodlum Havoc 21/02



- Crash Bandicoot 2: N-Tranced 28/02
- Frogger's Adventure 2: The Lost Wand 28/02
- Virtua Tennis 28/02

March



- Resident Evil Zero 07/03
- Phantasy Star Online: Episode I & II 07/03
- Super Monkey Ball 2 14/03
- Defender 14/03
- LOTR: The Two Towers 14/03
- Tom Clancy's Ghost Recon 14/03
- Pac-Man World 2 14/03
- Metroid Prime 21/03

GAME BOY ADVANCE

- Dr Muto 07/03
- TOCA World Touring Cars 07/03
- Vexx 07/03
- Bomberman Max 2 (Red & Blue) 14/03
- F1 2002 14/03
- LOZ: A Link to the Past 28/03

STARSKY AND HUTCH • GAMECUBE AND GAME BOY ADVANCE • OUT TBC

FASHION POLICE

□ It may be hard to believe when you look at the dodgy fashions on display in these screenshots, but there was a time when every teenage boy wanted to be Starsky or Hutch. The two cardigan-clad crime fighters were the height of 70s cool as they got the word on the street from Huggy Bear and then cruised around the city in their Gran Torino with the ridiculously fat go-faster stripe.

Now gamers are getting a chance to join in on the action with the forthcoming *Starsky and Hutch* games for GameCube and Game Boy Advance – and they're promising to deliver an unusual mix of styles. While it may sound like a typical driving game, *Starsky and Hutch* requires some serious multi-tasking.

While Starsky keeps the pedal to the metal, racing through the streets, Hutch has to hang from the window, gun in hand, blasting at the crims. We have to admit it sounds like a very interesting idea, we just hope our thumbs are up to the task. We'll have more news on this promising game soon.



BRUCE LEE: RETURN OF THE LEGEND • GAME BOY ADVANCE • OUT SPRING

ONE-INCH PUNCH

The greatest martial artist of all time is being reborn on the Game Boy Advance in *Bruce Lee: Return of the Legend*. Developed by Vicarious Visions, the people behind classic GBA titles like *Tony Hawk's* and *Spider-Man*, *Bruce Lee* will include all of the master's fighting moves.

Players will take on the role of Lee, playing as the young martial arts student called Hei Feng who must journey across the land and avenge the death of his master. The game's story will mirror the classic plots of 70s kung fu movies and feature detailed cut-scenes between the punch-ups.

BRUCE LEE RETURNS FROM THE GRAVE TO BRING HIS VERY OWN BRAND OF KUNG FU TO THE GAME BOY ADVANCE.

Hei Feng has loads of kicks and punches at his disposal, which can be strung together to form devastating combos. And if that's not enough then you can also pick up a staff, knockout darts or nunchaku to wipe out the waves of enemies. But offensive weapons aren't your only option, Hei Feng can sneak around in true kung fu fashion hiding in dark doorways to escape detection.

Bruce Lee: Return of the Legend promises to deliver some good old-fashioned 'chop sockey' action to the Game Boy Advance and, with Vicarious Visions at the helm, this should be one to look out for.



□ Do everything kung fu style...



□ ... from kicking baddies' shins...



□ ... to climbing huge waffles

THE SIMS • GAMECUBE • OUT SPRING

THE SEVEN DEADLY SIMS

Not got enough on your plate? Want more? Read on...

Like lifestyle mags, reality TV shows and repetitive household chores? Anyone still reading? Hello? Okay then. Those of you still here will thrill to the news that real-life sim, *The Sims*, is heading for your GameCube.

It may not sound like everyone's cup of tea – there are no four-barrelled shotguns to be found – but *The Sims* must be doing something right. It's the highest-selling PC game ever, largely thanks to its success at bridging the gender gap, appealing as it does to male and female control freaks, alike.

Along with the ever-popular, open-ended style

of play where you create a Sim and guide them through their life, the GameCube version also features a new level-based Get A Life mode, where you just get to experience the big moments in life, like getting a job, having a family and watching Man. Utd get relegated. The game, also featuring two-player competitive and co-operative modes, should go some way to filling the void while we sit around and pray for *Animal Crossing*.

Anyway, if you have enough trouble managing your own everyday life, this may be the game to tip you over the edge. For everyone else, *The Sims* will be moving in this Spring.



ANIMAL CROSSING • GAMECUBE • OUT TBC

Dear Diary...

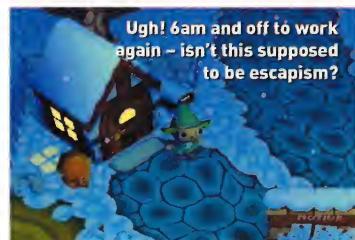
SO, WHAT'S OUR NOM BOY BEEN UP TO IN ANIMAL CROSSING THIS MONTH?

It's now February and the ground is still covered in snow. Hopefully, it'll start to get warmer soon.

I'm getting really bored of the uniform I have to wear for work at Nook's Cranny so I thought I'd go and get

myself a flashy new outfit. Yellow's not usually my style, but I love the cool green club sign on the front!

I also got a new radio for my house this month so I spend a lot of my free time listening to music. It beats wandering around outside in the cold.



...OR SCARED OFF



COMING APRIL 2003

www.Bloodrayne.co.uk



PlayStation 2



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MORE 'CUBED HEDGEHOG, SIR?

THE SUPERSONIC HEDGEHOG IS ON HIS WAY TO GAMECUBE AGAIN IN ONE OF THE LITTLE BLUE BULLET'S BIGGEST EVER ADVENTURES. COR-BLIMEY, GUV'NA!

There was a time not so long ago, when no-one would have even dreamt that Sonic would appear on a Nintendo machine. Now he's strutting his stuff on the cover of *Nintendo Official Magazine* and is set for his second GameCube release.

As usual, Dr. Eggman is up to no good and his latest plan for world domination centres on stealing all of the Chaos Emeralds, and using their awesome energy to create a powerful beast that can fulfil his evil desires.



Amy is a lot slower than the rest of the cast, but then she is a girl. Oops...



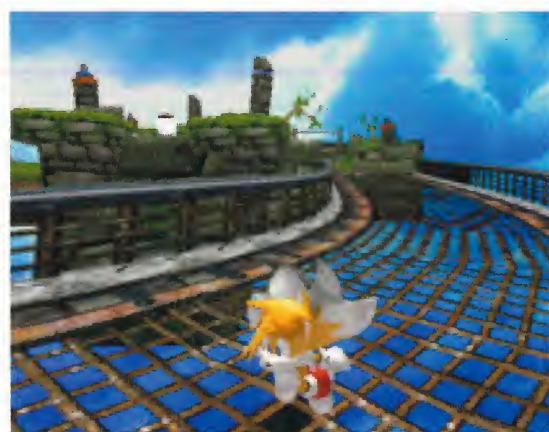
□ You da hedgehog! Sonic looks as cool as ever, but surely those trainers must really be starting to hum by now



Dr. Eggman (nee Robotnik) is up to no good again



Knuckles looks as mean as ever



□ Tails runs as only a two-tailed fox can – very fast, but kind of weird looking. Nah, Tails, we're just messing...



Sonic Adventure DX is a port of Sonic's first Dreamcast adventure which was one of the best *Sonic* games ever made, although Nintendo owners will be treated to a few extras and enhancements to both the graphics and sound. So, you can expect all the blisteringly fast levels of old to be included.

The GameCube version will also be compatible for link-up with the Game Boy Advance, although details about how this will work are yet to be specified.

We haven't seen much of the GameCube version yet, but the original *Sonic Adventure* was thought by many to be better than *Sonic Adventure 2*, which has already been released on GameCube with the slightly altered name, *Sonic Adventure 2 Battle*. If this remains the case with the GameCube version, *Sonic* fans have got a really cracking game to look forward to.

F1 goes portable

□ The Game Boy Advance is about to get its first official Formula One game in the form of *F1 2002* from EA Sports. Expected for release in March, the game will include replicas



□ As usual, you'll start at the back of the grid

of 17 real F1 tracks, along with 22 real drivers from 11 of the official F1 teams.

To add to the authenticity of the game, you'll be able to adjust many aspects of your car including the gearbox, tyres, down force, brakes and fuel. There will also be multiple weather conditions to contend with, which will make the competitive computer-controlled racers even tougher to beat. The game moves at a rapid pace, meaning this could be a racing treat for speed demons and F1 fans alike.



□ Moving with the times – there are sure to be plenty of high-speed thrills and spills in the nostalgia-filled *F1 2002*

One day he'll
put us all
to sleep

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If you knew that this child would grow
up to be a crazed scientist responsible
for creating a deadly virus that would
one day wipe out the whole of mankind,
what would you do?

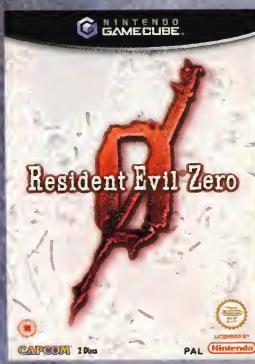
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NINTENDO
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Go back to where it started





CONFlict: DESERT STORM • GAMECUBE • OUT SPRING

BRINGING UP THE REAR

EVERYBODY ELSE HAS ALREADY GOT IT, BUT SWEET GAMECUBE SHOTS POINT TO A REALISTIC WAR-'EM-UP.

By the time you're reading this there may be a war in progress against Iraq, just like back in 1991 when the world rallied against Saddam's invasion of Kuwait and vanquished the moustached dictator's armed forces.

GameCube owners will soon be able to sample the challenges faced by the Allied forces with the Spring release of *Conflict: Desert Storm*. The game will place players in charge of four British SAS or United States Delta Force soldiers, taking part in 15 highly-realistic missions across a gamut of sun-soaked locations.

Much has been made of the game's flexibility with multiple ways to complete missions and the ability to confiscate and use captured enemies' weapons and vehicles. Each of your squad members excels in a particular field of soldiering,

whether it's sniping or infiltration, and success in missions will mean improved performance and an eventual team of seriously nutty squaddies. There's said to be a wide variety of missions, so knowing who to use at the right time will be paramount.

Expect a rigorous Preplay next month.



IN THIS YEAR...



This was the year *Terminator 2* cleaned up at the box-office and also the year in which Game Boy was released onto an unsuspecting public, selling an unprecedented four million units within the year, which was the same amount of Super NES sales for the time, too. No wonder Nintendo overtook Toyota as Japan's most profitable company, with an estimated \$1,500,000 earnings per employee. Sadly, the UK had to wait until 1992 for the Super NES. Nice to see some things never change.

■ 'I'll be back'
And he was, in
Terminator 2



■ The Game Boy helped Nintendo become Japan's highest earner

BIG MUTHA TRUCKERS • GAMECUBE • OUT SPRING

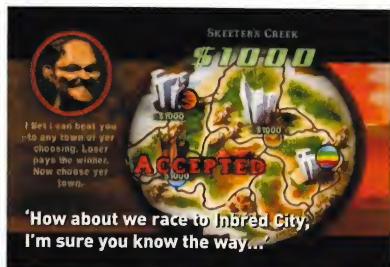
18 WHEELS OF FUN

□ As you peruse your local convenience store for your favourite Pot Noodle flavour, spare a thought for the brave men and women charged with delivering your snack produce.

Risking food poisoning at any number of road-side greasy spoons and clogging favoured holiday routes isn't much fun, but it's a job that's got to be done - here and in any other country where shop shelves yearn to be filled.

But for the grotesquely inbred, good 'ol boys of *Big Mutha Truckers*, life is further complicated by wagons bulging with contraband adding a sense of urgency usually reserved for pig-wrestling and dating family members.

It's their lot in life to carry out shady delivery runs for a geriatric old biddy, taking them on a tour of the US, always with an eye on the rear-view mirror for corrupt sheriffs and thieves with designs on their load. The game is delivered with a lot of humour and a great selection of authentic-sounding, two-bit radio stations. We'll have a more extensive Preplay very soon.



□ Want to pretend you're Kris Kristofferson in the movie *Convoy*? There's no shame in it



A succession of ropey cafes and psychotic hitchhikers await you out on the road



SONIC PINBALL PARTY • GAME BOY ADVANCE • OUT TBC

Sonic Pinball Party

MORE SUPER SONIC ACTION FOR THE GAME BOY ADVANCE IN THE FORM OF THIS COLOURFUL PINBALL TITLE.

First we had *Sonic Advance 2*, then *Sonic Adventure DX* and now there's *Sonic Pinball Party*. Those chaps at Sega sure have been busy bunnies, haven't they?



What's with the long face, Tails. Anyone would think you'd rather be off getting chased by hounds

Sonic Pinball Party will feature themed pinball tables based on three of Sega's biggest franchises; *Sonic*, *NIGHTS* and *Samba De Amigo*. These colourful shots are from a *Sonic* table and it seems there's plenty going on with loads of *Sonic*-related obstacles, target points to hit and characters from the games popping up everywhere, too.

Sonic Pinball Party will let you link-up to four GBAs with a single cart, allowing you and three fellow gamers to play together without having to buy four copies of the game. It'll also have link-up compatibility with *Sonic Adventure DX* on GameCube, however, no specific details have yet been released regarding how either of the link-up options will work.

But, with great visuals and loads of possibilities opened up by its link-up features, this could be the pinball game to rule all others when it arrives on your GBA.

SEGA ARCADE GALLERY • GAME BOY ADVANCE • OUT MAY

A SECOND LIFE

FOUR OLD ARCADE CLASSICS LIVE AGAIN AS SEGA PORT THEM TO GBA.

Sega has announced that it will release a GBA compilation title in May, which will contain conversions of four of its all-time arcade classics.

Sega Arcade Gallery will include *After Burner*, *Outrun*, *Space Harrier* and *Super Hang*



Super Hang On – feel the speed



After Burner – feel the burn

On, all lovingly ported pixel-perfect to the handheld.

Space Harrier is a fast-paced flying/running shoot-'em-up while *After Burner*, also a shooter, puts you in the hot-seat of an F-14 Tomcat. *Outrun* is a cool racing game

that places you behind the wheel of a flashy sports car, and you can ride on blisteringly fast superbikes in *Super Hang On*.

This is exciting news for anyone who's into retro gaming, especially those who played these Sega super-hits all those years ago. And if the ports convert well to the small screen – and there's no reason why they shouldn't – this will be a brilliant package full of variety and great fun. Look out for a full review in time for its release in May.



Outrun – feel up the girl next to you

YOUR VOTE



Last month we asked you...

"SHOULD ANIMAL CROSSING BE RELEASED IN THE UK?"



YES, IT'S TOO CUTE!

98% VOTES

"Underneath its cutesy graphics, it could be one of the most addictive GameCube games ever!"
Terry Evans

NO, IT'S TOO CUTE!

2% VOTES

"It sounds stupid and looks rubbish. If it isn't released here I won't be disappointed!"
Matthew Capanna

NEXT MONTH

This month we ask you...

"IF YOU DON'T ALREADY HAVE A GBA, WILL THE SLICK DESIGN OF THE GBA SP CONVINCE YOU TO BUY ONE?"

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments!



Watch those new trainers around the dog poo and broken glass, pal



Jamie Mitchell proves that there really is life after *EastEnders*

URBAN FREESTYLE SOCCER • GAMECUBE • OUT AUTUMN

CAN I KICK IT?

Football is going back to its grass (or concrete) roots this Autumn with the release of Acclaim's *Urban Freestyle Soccer*. Forget the eleven-a-side, Jaguar-driving, bimbo-dating prima donnas of the Premiership, *UFS* will provide you with hardcore four-on-four match-ups in some much tougher, urban arenas.

Players will be able to master a wide variety of tricks to dazzle

the opposition including flicks, volleys, back-heels and scissor-kicks and there are no pesky offside rules to get in the way of the action.

The idea is to lead a team of newbies on a quest for urban supremacy. By taking on and defeating all comers, players can earn respect for their gang and go on to proclaim themselves champions of the street.

CASTLEVANIA: ARIA OF SORROW • GAME BOY ADVANCE • OUT SUMMER

Bye bye, Belmont

Set in the year 2035, *Aria of Sorrow* is the first *Castlevania* title to take place in the near future – but that's not the only change. This adventure will feature an entirely new hero, Soma Cruz, who's completely unconnected with the Belmont family. This young high school student is witness to the first solar eclipse of the 21st Century, but then he suddenly passes out, only to awaken in a mysterious castle.

To escape, he'll have to navigate the maze-like fortress, battling the strange creatures who lie in wait. As well as the standard arsenal of weapons, Soma will have the ability to acquire the souls of his victims and use their abilities as weapons. Better still, linking two GBAs will allow you to trade souls with your friends.



CREATE-A-CONTROLLER COMPETITION

CREATE-A-CONTROLLER

HERE'S YOUR CHANCE TO SHOW OFF YOUR DESIGN SKILLS IN THIS AMAZING COMPETITION

Have you ever looked at a GameCube controller and thought you could do better? Then here's your chance to show the world what you've got to offer as *NOM* has teamed up with top peripheral creators, Herao, to find a new design for a GameCube controller.

The winning designer (Mark and Zeta are not allowed to apply) will get the opportunity to have their ideas worked on by the gurus at Herao – it may even make it into production and out into the shops. Add in a whopping £500 in cold, hard cash and you've got yourself one cool prize. There are also runners-up prizes of great Herao stuff.

So get your hands around your GameCube controller and think of

ways that you could make it better. Is the **Z** button in the wrong place? Could the C-Stick be moved? It's up to you to create a controller that's functional, comfortable and cool. You'll need to include details of the controller's dimensions and also any ideas about its colours.

The closing date for entries is **4 April 2003**. Four finalists will be chosen by the experts at Herao and displayed on the Web (details to follow) where you can vote for your favourite design. Send your entries to: **NOM Competition, c/o Lunch PR, 120 Southwark Street, London, SE1 0SX.**



We reckon you guys can come up with something really fantastic... we don't just want to steal your ideas, honest!

Terms and Conditions

- Designs must be original and your own work.
- You may only submit one entry.
- All entries become the property of Central Pacific International Ltd and will not be returned. By submitting an entry all winners will be deemed to have agreed to:
 - a) assign all copyright in their design to Central Pacific International Ltd and waive all moral rights in their design and will complete any documents necessary to effect this.
 - b) allow their design to be further developed by design experts.
- All entries must be received by 4 April 2003.
- No responsibility is accepted for late, lost or redirected mail.
- The winning designs may be used for an element of promotion of Herao products and may be publicly displayed. Other entries may be featured in the public domain.
- Winners will be notified by registered mail. An obligation of confidentiality may be imposed on winners until public notification.
- The judges' decision is final and no correspondence will be entered into.
- By submitting an entry winners agree to participate in photographic sessions, interviews and other promotional activities for the purposes of promoting the design competition and the winning design works.



To Behead
Or Not To Behead
That Is The Question

-Kain

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Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.



www.legacyofkain.com

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UNITY • GAMECUBE • OUT TBC

UNITY LUNACY

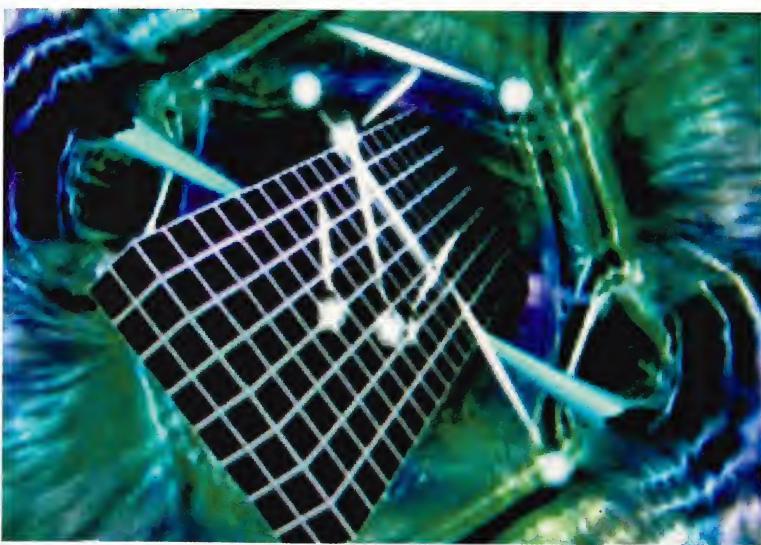
SOUNDS WEIRD, LOOKS WEIRDER. GAMING GOD, JEFF MINTER'S *UNITY* IS SOMETHING ELSE – WE JUST DON'T KNOW WHAT YET.

The first question is of course, 'what's that?'. It bears no relation to anything we've seen – it's colours, shapes and seemingly little else. So why is it in this month's news section, we hear you rage?

Well, that's because two of Britain's biggest creative talents are behind it. One being Peter Molyneux of Lionhead Studios, the outfit behind the seminal PC hit *Black & White*, and the other being one of the founding fathers of UK game development, Jeff Minter. Minter, along with his Llamasoft studio, has been designing games since the days of the Commodore 64, with such classics as *Gridrunner* and, more recently, *Tempest 2000*.

Unity is described as a 'fabulous journey through a succession of beautiful abstract 3D spaces, with gameplay varying in tempo, from fast-paced shooting to a more gentle progression. Audio effects will be closely linked with the game's pace and tempo, and will be an integral part of the playing experience'. Sounds like an original brew and one that could offer up all sorts of new gameplay experiences – and no doubt terrible migraines for some. But at the moment we're stuck with static screenshots that perhaps don't express what is no doubt a dizzying visual and sonic feast.

We need to see this baby running before we get too carried away. But hey, it's another GameCube exclusive and that can't be bad.



□ Umm... what the hell is going on here? We can't tell you at the moment, but one thing is for sure, *Unity* will be a pretty mind-bending experience

SNOW BIRD ACTION

□ A few issues back we alerted you to the talents of Mel Leando, whose snowboarding antics for Nintendo's globe-trotting Game Boy Advance Xtreme Team have earned her a formidable reputation.

Now we've seen the lady in action and all we can say is, 'we're not worthy!'. We spotted her at the prestigious Burton European Open in Livingo, Italy, a celebrated event that was sponsored by Nintendo, who provided an oversized GameCube for a late-night tricking competition. Over 350 of the world's best snowboarders descended on the Italian resort, including snowboarding legend Terje Haakonsen. Nintendo will also be sponsoring MTV's biggest European meet, MTV Winterjam 2003, which takes place in Davos, Switzerland on 14 March. Hopefully we'll be there to see our Mel boarding to victory.



Early designs for *The Terminator*
T-800 met with derision

MEGA MAN NETWORK TRANSMISSION • GAMECUBE • OUT TBC

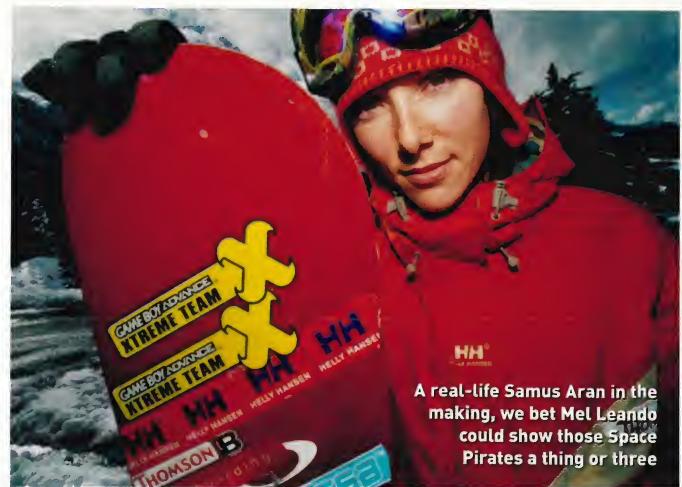
INCOMING TRANSMISSION

CAPCOM RELEASE NEW SHOTS AND DETAILS FOR MEGA MAN'S DEBUT GAMECUBE ADVENTURE.

□ Mega Man's latest quest is set somewhere between the two *Mega Man* GBA games, but it doesn't use a turn-based system as in the handheld outings.

Mega Man's mission is to enter a cyber world to defeat a new threat known as the Zero Virus. Although the game will be more like his older quests, returning to a more traditional platforming/shooting-style, Mega Man will still need to speak to various folk previously seen in the GBA versions, in order to solve the many problems and obstacles he'll encounter.

Going from these shots, you can tell that *Mega Man NT* will boast super-sharp, cel-shaded graphics, bursting with colour and if it plays as well as it looks, we could be in for some mega blasting action.



A real-life Samus Aran in the making, we bet Mel Leando could show those Space Pirates a thing or three



□ You've got to admit that this pipe-thing looks rather dangerous



□ 'Who misread the spirit level - I'm going to be sick'



F-ZERO GC • GAMECUBE • OUT LATE 2003



Speed king

THRILLING SOLID FACTS ABOUT THE FASTEST GAMECUBE RACING GAME EVER CREATED.

Hold onto something, because *F-Zero GC* is going to rock your racing world. New details and footage have emerged from the recent World Hobby Fair in Japan, showing exactly why you'll definitely need this game.

Each vehicle is rated on four attributes: speed, grip, boost and body strength. Many familiar faces make a return, including Captain Falcon, in his Blue Falcon craft and Pico in the Wild Goose. Tracks exposed so far have names such as Twist Road, Long Pipe and Aerial Drive, and they promise to have

more twists and turns than an episode of *EastEnders*.

The game's controls are very similar to the ones found on the GBA version of *F-Zero* with **A** used to accelerate and **B** for the brakes, although you won't need these much. The airbrakes make a return to give you a bit of help around the corners and the tracks are littered with speed-boost pads and pit areas where you can recharge your shields.

F-Zero GC will also feature a split-screen two-player mode and reports say that there's no sign of slowdown when you go head-to-head.

GAMECUBE SALES CHART



This month your thumbs have been swayed by these gob-smacking games. Hang on, *Scooby-Doo!?*

TITLE	PUBLISHER
1 <i>Scooby-Doo! Night of 100 Frights</i>	THQ
2 <i>Super Mario Sunshine</i>	Nintendo
3 <i>Star Fox Adventures</i>	Nintendo
4 <i>Star Wars Rogue Squadron II</i>	Activision
5 <i>Mario Party 4</i>	Nintendo
6 <i>WWE Wrestlemania X8</i>	THQ
7 <i>Eternal Darkness</i>	Nintendo
8 <i>X-Men: Next Dimension</i>	Activision
9 <i>SSX Tricky</i>	EA
10 <i>007 Nightfire</i>	EA

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OFFICIAL MAGAZINE

READER AWARDS 2002 RESULTS

Better than The Brits, more fun than the Oscars, you voted in your droves for the inaugural *NOM* Reader Awards, but did Mario walk away with everything and were there any surprises? Just you wait and see...

GAMECUBE GAME OF THE YEAR

Winner: *Super Mario Sunshine*

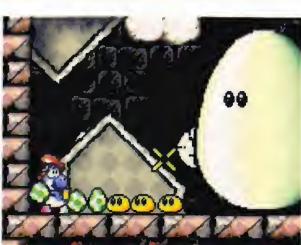
Runner-up: *Super Smash Bros. Melee*



GAME BOY ADVANCE GAME OF THE YEAR

Winner: *Yoshi's Island: Super Mario Advance 3*

Runner-Up: *Golden Sun*



BEST ACTION/ADVENTURE

Winner: *Star Fox Adventures*
Runner-up: *Resident Evil*



BEST MULTIPLAYER GAME

Winner: *Super Smash Bros. Melee*
Runner-up: *Mario Party 4*



BEST SHOOT-'EM-UP

Winner: *TimeSplitters 2*
Runner-up: *Star Wars Rogue Leader: Rogue Squadron II*



BEST PLATFORMER

Winner: *Super Mario Sunshine*
Runner-up: *Sonic Adventure 2 Battle*



BEST DRIVING/RACING GAME

Winner: *Burnout*
Runner-up: *Wave Race Blue Storm*



BEST PUZZLE GAME

Winner: *Eggo Mania* (GameCube)
Runner-up: *Worms Blast* (GBA)



BEST BEAT-'EM-UP

Winner: *Super Smash Bros. Melee*
Runner-up: *WWE Wrestlemania X8*



MOST ORIGINAL GAME

Winner: *Pikmin*
Runner-up: *Luigi's Mansion*



BEST SPORTS GAME

Winner: *Tony Hawk's Pro Skater 3*
Runner-up: *FIFA 2003*



NOM OPINION

There's no denying that you love your Nintendo mascots. From *Super Mario Sunshine* to *Melee* and *Pikmin*, the Nintendo universe wowed you all in 2002. Surprisingly, *Tony Hawk's* won Best Sports Game and *TimeSplitters 2* beat *Rogue Squadron II*, but then that's the nature of awards. The book's already open as to who'll win in 2003. Will it be Mario with his karting capers? Will Link clean up? Or can the return of Samus boot them all into touch. Whatever happens it's going to be a great year for Nintendo gamers everywhere.

FREEPLAY



GAME BOY ADVANCE

SONIC ADVANCE 2

Like a bolt from the blue, Sonic the Hedgehog is racing back to Planet Nintendo. Just don't blink or you'll miss 'im...

LOG ON

www.sega.com

Sonic the Hedgehog is streaking back to the Game Boy Advance for his biggest and best adventure yet. This time Amy has been ditched, making way for an even cuter heroine called Cream. Aside from this it's business as usual, with Sonic out to defeat evil Dr. Eggman and his mechanical monstrosities.

IN BRIEF

Release 21 March

DETAILS

Developer Sonic Team

Publisher Infogrames

Game Genre Platformer



Just as crazy as ever, Sonic does his swing thing high above Green Hill Zone

Although he's Sega's most memorable mammal, many gamers agree that Sonic's finest moments have been on the GameCube and GBA.

And with the arrival of *Sonic Advance 2* just around the corner, the hedgehog's passport to Planet Nintendo looks likely to be extended far into the future.

Once again, the spiky superstar and his furry friends are on a daring mission to stop

the evil Dr. Eggman and his malevolent machines.

This time Eggman isn't trying to steal the elusive Chaos Emeralds, but has instead turned his attention to the innocent animals that inhabit Sonic's world.

Using a mysterious rabbit – who also happens to be the mother of new Sonic heroine, Cream – Dr. Eggman plans to unlock the power of the animals and use this energy source to enslave the world.



WHAT YOU NEED TO KNOW

Q: Tell me how this game differs from *Sonic Advance*?

A: Whereas the first *Sonic GBA* adventure put emphasis on exploration, this new quest harks back to Sonic's Mega Drive classics that were devoted to speed. This time players can race through the colourful levels at breakneck speeds, rather than having to stop every few seconds to search for important items and solve puzzles.

Q: Oh, does that mean you can't explore the levels fully?

A: Not at all. The levels have been designed so that you can race through them without making many stops, but players who want to get the most from the



adventure will have to take it slowly and search for hidden goodies. As Knuckles, Cream and Tails can glide through the air, they're particularly useful when it comes to hunting for elusive items.



Q: Have the graphics been improved?

A: And then some! The animation of Sonic and his pals is better than ever, and there's loads more going on in the background (not that you ever have the

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► GETTING THE GANG TOGETHER

When you fire up *Sonic Advance 2* for the first time, good old blue face himself is the only character who can be selected.

Sonic can release his colleagues by working his way through the stages and beating the end-of-level bosses, in turn allowing you to select them from the main menu.

Once you've released a character you can use them to play through all the levels, which is essential as each member of Sonic's squad must collect seven Chaos Emeralds. Yes, you heard it right – you can't use Tails to collect all seven Chaos Emeralds this time as *all* the heroes have to collect their fair share of gems.



■ First time you slam in the cartridge, only Sonic is available



■ A good character to start with, Sonic's speedy and can reach the bosses in a flash



■ Dr. Eggman's first machine uses a hammer to try and crush Sonic



■ ... now when you start the adventure, you can choose Cream and tackle every single level in a different way – loads of replay value, we say



■ To release Tails, Sonic has to make his way to the end of the Music Plant stage and defeat the towering boss who lurks there



■ Once he rescues Tails, Sonic races off to try and catch up with Eggman, leaving his foxy pal free to tackle the adventure alone

time to stop and look at the scenery). All the enemy robots look great as well, and the massive machines that Dr. Eggman uses in boss battles are some of the best-looking sprites on the GBA.

■ Are there many new items scattered through the levels?

■ Although the new items are similar to devices found in earlier *Sonic* games, they still add a new dimension to the

gameplay. Our favourites include the hooks that lift Sonic to higher platforms, the springy flagpoles he can bounce off and the flexible chains that can be used like a rubber band.



■ Are there many cool secrets hidden in the game?

■ To get the most from the adventure, players have to collect Special Rings and Chaos Emeralds. Collecting the Emeralds will eventually allow you to unlock the Tiny Chao Garden, a sound test and even a secret character (actually, some gamers claim there are two secret characters). On the other hand, if you collect seven Special Rings that are scattered through the levels, you'll open a Special Stage.

PREPLAY

SUPER FURRY ANIMALS

Like all the best *Hedgehog* adventures, *Sonic Advance 2* features a fearsome foursome of furry friends to tackle Dr. Eggman.

Each hero has their own range of abilities, meaning that you can play the levels in a variety of ways and discover different things.



Sonic the hedgehog

As always, Sonic's main purpose in life is running very, very fast. He can still use his Spin Dash to climb steep slopes – and double tapping the jump button makes him curl into a destructive ball that can defeat most enemies. He can also home in on the bad guys this time, too.



Knuckles the echidna

Like a mixture between Sonic and Tails, Knuckles is one of the most useful characters. Especially when it comes to finding hidden items. Not only can Knuckles glide across the levels, but he can also use his sharp claws to grab hold of vertical walls and climb upwards to find concealed platforms.



Cream the rabbit

Cream can hover in the air to cross chasms using her floppy ears. She's faster than Tails, but can only stay airborne for half as long. Best of all, rather than getting her hands dirty, Cream can order her Chao to attack monsters on her behalf. When using the Chao, boss battles are a cinch.



Tails the fox

Like Sonic, Tails hasn't changed much since his last GBA outing. Double-tapping the jump button makes his twin tails twirl like rotor blades, allowing him to glide across the levels. Hitting **B** allows Sonic's young friend to attack robots on the ground, dispatching them with a quick flick of his tail.

TRICKY TRICKSTERS



■ Sonic can get extra height to reach the tallest platforms...



■ ... and spin in a tight circle, allowing him to travel further

The most notable innovation in *Sonic Advance 2* is the option to perform tricks and stunts.

When the characters jump off a spring or fly from the edge of a grind bar, hitting the **R** button and a direction on the D-Pad makes them perform one of four special tricks.

Aside from looking cool, these

stunts are essential for survival. For example, if it looks like your hero doesn't have enough momentum to reach a distant platform, hitting **R** and **A** can give them a little extra height.

As the game moves like greased lightning these stunts can take a little practice, but they soon become second nature.

WHAT YOU NEED TO KNOW

Q: What happens in the Special Stages?

A: The Special Stages consist of a large, three-dimensional field where players run around to collect 300 Rings. Things are made more difficult by the presence of Zero, a nefarious robot who made his debut in the original *Sonic Adventure*. Zero's rather dim, though, so it isn't hard to avoid him and collect the Rings. But if he does catch you he'll steal some of your golden goodies.

Q: Three hundred Rings? Won't that take, like, forever?

A: Not really. To make the bonus stages a little more interesting you can activate Ring Multipliers by collecting a chain of Rings in a short period of time.



Essentially, this means that the more Rings you collect in a sequence, the larger the Multiplier, making the collection of 300 Rings a cinch, but only if you plan your moves carefully.



Q: Is the game any tougher to beat than *Sonic Advance* was?

A: Oh yes. Although you can burn through the early levels by holding your finger on **C**, by the time you reach Sky Cannon

BOSS BATTLES

Although the little blue boy's had to face his fair share of big bad bosses over the years, we reckon the new end-of-level guardians in *Sonic Advance 2* are amongst the toughest our spiky friend has ever met.

One reason is that this time around, all the bosses constantly run away from Sonic in a cowardly fashion. This forces the spiny hero to give chase and launch his attacks against a moving target - much harder than it used to be.

These challenges are made doubly hard because Dr Eggman throws nasty little bombs in his wake as he flees, forcing players to keep their thumb hovering over the jump button to propel Sonic to safety at the very last second or face a fur-frying explosion.



■ The bosses constantly move away from Sonic and his pals, meaning that you have to run after them the whole time. Very cowardly, we're sure you'll agree



■ By far the hardest thing is avoiding the bombs and missiles that Dr. Eggman fires at our little heroes. Someone should call the RSPCA...



■ To complicate matters a little further, if you run for too long, the Golden Rings stop appearing and this makes it even harder to finish the level in one piece



■ And as you're always moving, any Rings you drop disappear off the edge of the screen - so make sure you don't get hit, dummy



you're constantly on the lookout for fatal drops and camouflaged monsters. As the game is focused on speed, you need split-second reactions to spot approaching hazards and react to avoid them. The bosses are much harder, too, and the Special Rings can be hell to find.

Q: How about the sound? The music in *Sonic Advance* really sucked...

A: Unfortunately, the music in *Sonic Advance 2* is just as bad. The soundtrack to this fast-paced adventure is a collection of traditional Sega



PREPLAY

THE FIRST HOUR

Although *Sonic Advance 2* is significantly harder than its predecessor, burning your way through the early levels isn't difficult.

Playing as Sonic, the first few stages literally whiz past in a matter of minutes, and it isn't long before you're in the middle of a ferocious boss battle.

Players who want to get the most from the game must revisit the stages time and again to collect Chaos Emeralds and Special Rings, and it's essential that you grab as many Golden Rings as possible to earn extra lives for Sonic's final showdown with Dr. Eggman.

However, even though the early levels are relatively simple to crack, you'll still have tremendous fun playing them.



■ The Corkscrews are back, allowing Sonic and his pals to bridge wide gaps



■ Sonic runs so fast that he skips across the surface of the water. Nice



■ With good timing you'll take the first boss apart in no time



■ Grab these flagpoles and use their springy power to gain speed...



■ ... or grab these Hooks and Sonic will be lifted to a higher level



■ Jump inside one of these pipes and you'll be transported to another part of the level



■ Jump quickly and Sonic will avoid this boss' deadly cannon attacks

WHAT YOU NEED TO KNOW

jingles and sound effects that are, how shall we put it... an *acquired taste*.

On the positive side, there are more voice effects this time around and the 'Brrring!' as you collect Golden Rings still sounds as cool as ever.

Q: How many levels are there?

A: There are nine worlds in the main adventure and each one is split into two parts, or Acts as they're known. We reckon there are at least 18 levels in the game, each of which can be visited by Sonic, Tails, Knuckles and Cream. There are also strong rumours of a hidden level on the cartridge, but sadly we haven't managed to find it yet. Alright, we know we're rubbish.



Q: Are the levels bigger?

R: The levels are truly massive. As the game is focused on speed, the developers had to make the worlds much bigger or else Sonic would have run from beginning



to end in less than 30 seconds. As well as being longer, the levels also stretch for miles into the sky and, by bouncing off springs and chains, Sonic can reach dizzying heights.

THE SECOND HOUR

After beating the boss in Hot Crater, Sonic can move on to one of the most interesting worlds he's ever visited.

Music Plant is a colourful stage made from musical instruments where Sonic can jump inside giant flutes, bounce along piano keyboards and use quavers to spring onto higher platforms.

Almost everything Sonic touches in Music Plant plays a tune, and as you bounce around the garish world you'll be swept along

listening to the insane symphony. Just remember to keep your eye on the game as well, though.

The next level, Ice Paradise, is the obligatory snow stage where Sonic has to race down slippery platforms while huge spotlights scan the skies behind him. After Ice Paradise comes the extremely frustrating Sky Cannon where one false move sees Sonic plummeting to his doom.



■ The flutes blow out a steady stream of air that Sonic uses to glide to distant platforms



■ The piano keyboards are springy and you can zig-zag between them to climb higher



■ If Sonic falls over on the snow level he'll slide for a long, long way on his backside. Ouch!



■ Weeeeeeee... the loops return in pretty much every level of *Sonic Advance 2*, and some of them are really massive



■ Ice Paradise also features massive half-pipes that Sonic can run around like he's on a wall of death. You'll need to keep your speed up, though



■ Is there a GameCube link-up option this time, and if so how does it work?

■ Yes there is. Once again, players can link their GameCube to their Game Boy Advance and transfer cute Chaos between the two consoles. In *Sonic Advance 2* you have to unlock the Tiny Chao Garden before you can do this but, once you do, you can train your creature on the move and play a mini-game where Cream bounces her Chao on a spring to collect floating rings.

"NOM OPINION"

In recent years, Sonic's adventures have tried too hard to offer something original, losing sight of what made the Hedgehog's 16-bit platformers so compelling – a tremendous sense of speed. In returning to the classic formula and stripping out the boring adventure elements, *Sonic Advance 2* is going to be one of the hottest GBA titles this year.

NINTENDO
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LOS ON

IN BRIEF

[http://www.
zelda.com](http://www.zelda.com)

It's finally got a European release date, so we thought it would be a great opportunity to delve a little deeper into

Link's latest adventure and keep your rabid *Legend of Zelda* curiosity quenched. Take a look at this month's Preplay to get the skinny on the Deku Tree, the Deku Leaf, the first boss battle and much, much more...

THE LEGEND OF ZELDA: THE WIND WAKER

You didn't think we were going to leave you in suspense did you? Come on in and get some more *Zelda* lovin'.

After our huge *Zelda* blowout last issue we thought it only fair that you get a second look at the contender for Game of the Year – at least that's our justification for devoting our lives to the game.

You see, try as we might, we just couldn't pass our Japanese GameCube without flicking it on just to see if we could get that bit further. So apologies to our collective other halves who've been phoning local hospitals wondering where the hell we are, while we sat dumb-struck as Link entertained us. Read on to find out why you must own this game.

After defeating a Boss you are swept away on the wind

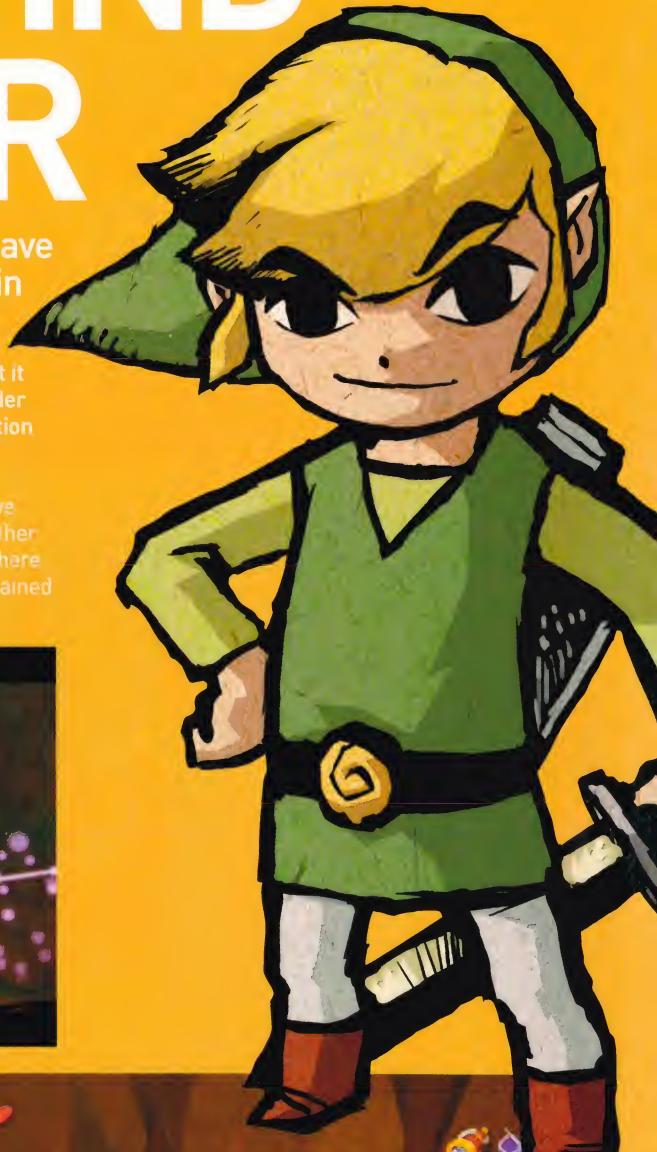


Release
3 May

Developer
Nintendo

Publisher
Nintendo

Game Genre
RPG



■ Finding the door to the Boss Chamber is always a heart-stopping moment



■ The Whirling Blade attack looks especially good in the fiery first dungeon

▼ HUNTING THE BOSS

Last month's introduction to *The Wind Waker* really only scratched the surface of the game. We'd learnt all of the basic controls and got to grips with the over-riding story line; rescue Link's sister Carl.

When we left Link last issue we'd infiltrated the first fiery dungeon and were progressing well. After solving a few more tricky puzzles we made it to a room with a large chest surrounded by fire, and a switch lying to the right-hand side. Suddenly an enemy appears from the lava pit and rears up menacingly, but a couple of swift sword swipes and the monster rolls into a ball, just the right size and shape to be placed on the switch to turn off the fire.



■ Negotiating the fiery pits in the first dungeon can be tricky at times. Mastering the Grappling Hook is the key



■ Witnessing the first boss will have your eyes out on stalks. This is why you bought a GameCube, baby



■ Have that in your face, you ugly, one-eyed beast from the depths of all that's unholy

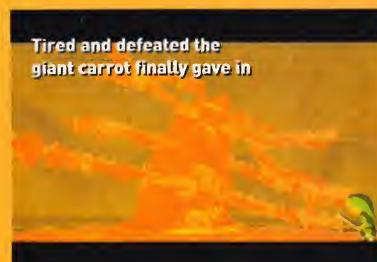
Our suspicions were correct: the chest contains the Boss Key.

Laughing like lunatics we hurry back to the Boss Chamber door and let ourselves in – this was it, the first boss battle. The chamber is huge, a massive pit of molten lava lies bubbling in the centre, but there's no enemy to be seen. Then it happens, the lava begins to rise and an enormous shape emerges from the fiery depths. For a second we are taken aback by the sheer hideous beauty of the creature that stands before us, but there's a job to be done and using a deft combination of Grappling Hook and Sword the monster is soon returned to a molten grave.

Back on the beach, the island's inhabitants rush down to thank Link for his bravery and for making the island safe once more. A young boy from the island, Komori, hands Link a glowing orange ball, the Din Sphere.



■ Knock knock! Tired and defeated the giant carrot finally gave in



▼ FISHING FOR LUCKIES

As we set sail for the next island we are stopped by a large fish who doesn't seem too pleased with the map that we've got. Apparently it's not detailed enough for us to continue on our adventure. Before Link has time to say anything, the fish leaps from the water with a paintbrush in its mouth and quickly scribbles a new location on our map. Now why can't fishes do that in real life?

With the map updated, we sail south through a stunning lightning storm towards the next island and the next chapter in Link's adventure.



■ This is the first fish you'll meet but by no means the last. They are a real help



■ Whilst heading to the second island, Link approaches an almighty storm

PREPLAY

▼ FAMILIAR FACES

Our boat moors at the next location, Forest Island, and we hop eagerly ashore. There's a large entrance to a cave off to our left, which is obviously the next place to go and investigate, and as we begin to climb the rocks we're confronted by a host of Deku Babas, the large Venus Fly Trap-style enemies that leave Deku Sticks behind when they're killed.

The entrance is guarded by strange octopus-type creatures that rise from the murky depths and spit huge glowing balls from their mouths. Some nifty rope work is required to get past them, but before long we've made it inside the cave.

And what do we find? The Deku Tree! After getting rid of some pesky enemies the



■ Pimples don't just afflict the human race, even trees are vulnerable to the power of the zit.

▼ LUCKY LEAF

The Deku Leaf is an absolutely invaluable piece of equipment that has more uses than a Swiss Army Knife. The first thing we have to do is use it as an impromptu parachute, drifting from ledge to ledge, but the Leaf needs magic power to keep aloft so we have to root around in the long grass to find enough bottles of magic to power it.

Once we get inside the second dungeon the Leaf really comes into its own. Not only does it allow us to float around, but it can also be wafted to harm enemies, move rotors that operate trolleys and move floating platforms around the water to uncover hidden areas.



■ Floating with the Deku Leaf is a truly breathtaking experience.

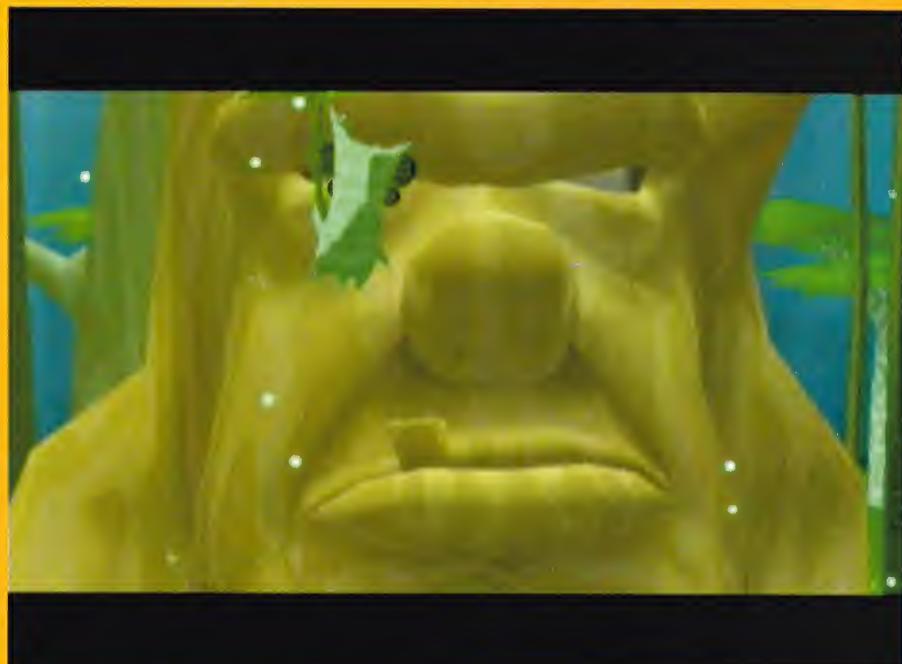
Deku Tree offers us a present, but we'll have to get to its upper branches to claim it. To do this we'll need to use the flowers that are lying around the base of the Deku Tree.

If Link jumps into one, the flower spits him out to a great height and we have to work our way from flower to flower getting higher and higher each time. Once we make it to the top we receive the Deku Leaf, a genius piece of equipment that comes in handy for all kinds of things.



Using the Deku flowers requires skill and patience

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■ The Deku Tree looks angry, perhaps you should do what he says or he might leaf you for dead. Ah ha

▼ DUNGEON MASTER

It becomes increasingly apparent that each dungeon has a particular theme. The first one required us to use the Grappling Hook to get around. The second dungeon is all about wind. Using the Deku Leaf, Link can produce great gusts of wind that allow him to operate the machines in the dungeon.



■ Oh look, a pwetty butterfly with huge... sharp... evit... FANGS. Aaaahhh!

Of course, there are lots of new enemies to deal with, all of which are based around plants and insects. Floating beasts hover menacingly above our heads, large grasping vines sprout from the ground, and massive bugs fire smaller bugs from their black behinds. It all awaits Link as we delve deeper...



■ The insect-like enemies in the second dungeon are cool to look at but highly dangerous

NEW TOYS

Link's sword is great for dealing with one enemy at a time at close quarters, but a long-range weapon could come in handy for many other tasks. So it was with a mixture of surprise and delight that we found a chest containing a shiny new Boomerang.

Assigning the Boomerang to a face button we found that we could aim it, much like the grappling hook. But best of all we could use it to attack multiple targets, essential for dealing with enemy hordes or for cutting down vines, a skill that we found to be invaluable later in the level. But that's a story for another day!



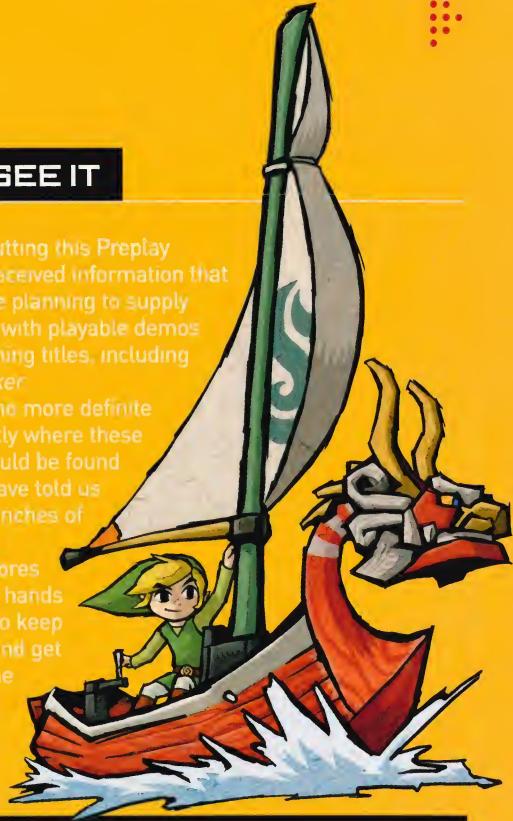
The boomerang has loads of different uses



GO SEE IT

As we were putting this Preplay together we received information that Nintendo were planning to supply games stores with playable demos of their upcoming titles, including *The Wind Waker*.

There was no more definite news on exactly where these demo pods could be found but sources have told us that some branches of Toys 'R' Us and Virgin Megastores have got their hands on versions, so keep your eye out and get queuing for the experience of your life.



Just pray that this big red joker isn't standing in front of you in the queue, you won't be able to see the screen for his huge red booty

LINK LINK

This month also gave us a chance to work out the connection between GBA and GameCube. Plugging the GBA into the GameCube controller port two, using the GBA to GC Link Cable, and then getting Link to use his Tingle-modified GBA brings up a map on the GBA screen. You can then



Low on detail but big on fun. Controlling Tingle is a barrel of laughs

control Tingle using the GBA.

Move him around with the D-Pad and use the B button to plant a bomb to kill enemies or uncover secret areas. If you find something of interest press O to get Link's attention.



The enemies don't have a hope when two players get in on the action

"NOM OPINION"

Another month of *Zelda* and again we're absolutely staggered by its imagination, depth and beauty. The boss battles are proving to be tough and immensely satisfying, the new items are fantastic and the story line is starting to gather pace. We are totally hooked. Bring on the PAL release!



NINTENDO GAMECUBE

LOG ON

<http://www.metroid.com>

IN BRIEF

Barring a compete disaster with the PAL conversion there'll be a candidate for Game of the Year in the shops on 21 March. It's a potent mix of wham-bam action, mesmerising worlds and slick gameplay – *Metroid Prime* is how all action games should be. Get ready to feel the love.

Release 21 March

DETAILS

Developer Retro Studios

Publisher Nintendo

Game Genre First-person action adventure

METROID PRIME

You want more?! Well, alright then, who are we to rain on your parade?

We just couldn't leave the game alone. We'd planned to do the Preplay for the January issue and leave it at that until the UK review. But we're weak-willed and easily swayed by beauty and excitement.

So we've decided to lift the lid on a bit more of *Metroid Prime*. Nothing that'll spoil it for you, just enough to keep you pumped-up for the UK release on 21 March. And because we're a caring, sharing bunch we'll show you the stuff you've been badgering us about. Ready? Then let's get going...



WHAT YOU NEED TO KNOW

Q. So why have we had to wait so long for a European release of *Metroid Prime*? Surely this was the game Nintendo needed for Christmas.

A. We feel your frustration, we really do, but there are so many things to do in order to ready a game of this quality and size for European gamers.

The biggest stumbling block is translating the game into languages other than English. And although *Metroid Prime* doesn't have voice acting it does have reams of text accessed via Samus' Scan Visor. This is a massive task as it's obvious from the US version that much time, energy and painstaking attention to detail has been invested in this aspect of the game. So it'd be a disservice to

French, Italian, German and Spanish gamers not to lavish the same level of detail on their version of the game.

Of course virtually nothing has to be done for the UK translation, but it just isn't economically viable to release the UK version while the rest of Europe waits for their translation. Blame your fellow Europeans for persisting with their non-English languages...

Q. Why, oh why isn't there a multiplayer mode? Shouldn't all games have one?

A. This is a game all about Samus Aran and her adventure. Aside from the first-person view, the game has little in common with standard First Person Shooters. It would be like asking for a multiplayer

mode in *Super Mario Sunshine* – which just sounds daft if you ask us (cue 50,000 letters contradicting this).

And with the use of a target lock-on function, it'd just be a race to see who



▼ EYES WIDE OPEN

Metroid Prime immerses you in its world like no other game. It does this by bombarding you with awe-inspiring detail at every turn, both visually and sonically. In fact, there's beauty on display almost all the time.

But the real reason you'll feel as if you're in the Power Suit is the way everything is viewed through the visor. What Samus sees, you see: move from hot to cold and you'll see condensation appear on the visor; frag an enemy up close and guts will splatter you; look into the rain and the visor will collect raindrops. But what'll really blow you away is how Samus' eyes are reflected when she's faced with fierce gun fire or intense electrical energy. They even move to track enemies. It's so utterly cool that the first time you see it you'll probably stop fighting and just watch, mesmerised.



▼ LINK-UP LOVE-IN

Much has been made of GameCube to GBA connectivity, but aside from a few games, such as *Sonic Adventure 2 Battle* and this month's *Rayman 3 Hoodlum Havoc*, there hasn't been all that much to get excited about.

Metroid Prime aims to change that with the help of its handheld counterpart, *Metroid Fusion*. Firstly, if you've completed *Fusion* you can connect the game to your GameCube with a Link Cable and play through the game using the *Metroid Prime* suit. There aren't any new abilities or weapons, but it does look pretty damn cool.

But the fun doesn't stop there, because if you've completed *Metroid Prime* you can connect *Fusion* to a GameCube containing *Prime* and play through the game using the *Metroid Fusion* suit. There aren't any new abilities or weapons, but it does look pretty damn cool.



■ Give Samus the retro *Metroid* look with the suit from *Metroid Fusion* – very fetching, Ms Aran

▼ A BEAUTIFUL VIEW

So, you know the visor is the epitome of cool, but it gets even better, because there are two visor upgrades to find during the game, each one giving Samus a fresh view of the world.

The first you'll discover – and believe us you'll really have to work for it – is the Thermal Visor. This shows up the heat sources of living beings and anything else that's emitting heat, such as electrical equipment and lava. It's particularly useful for dark areas as you'll be able to spot enemies

hiding in the shadows. It also shows up hidden equipment vital to your mission.

The next visor upgrade is the X-Ray Visor, which allows Samus to peer through solid objects such as walls and doors. It also displays objects invisible to the naked eye, including enemies using optical camouflage.

■ One of the visor upgrades in *Metroid Prime* allows you to view the thermal signatures of the creatures and machinery around you, *Predator*-style



could lock-on to the other player first, which sounds dull as dish-water to us (cue another 50,000 contradictory letters).

Oh, sod it, they probably couldn't be bothered after they'd worked so hard on

the main game, or the man in charge accidentally deleted the multiplayer program he'd created.

■ Is there much back-tracking in the game, and if so does this ruin the fun?

■ Oh, good question. There is a fair amount of back-tracking, which we'll agree on the face of it sounds like a right ball ache. But it's actually quite a good part of the game because almost every time you go back to a previously visited area you'll have a new ability to use, and in this game that means new areas to explore and more info to uncover. Plus, as enemies re-spawn once you leave a room, you'll have new ways to skin the proverbial cat. And that, *Metroid* fiends, is extremely



satisfying. A word of warning about this though: back-tracking without frequent saving is a terrible idea, as having to do it twice is not quite as much fun as it was the first time through.

PREPLAY

THE NEXT TWO HOURS

In our previous Preplay, you left us heroically fighting our way through the hellishly hot Magmar Moors. This eventually led us to the icy wastes of Phendrana Drifts and another slice of *Prime* visual candy.

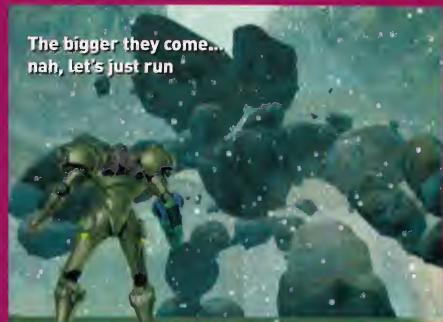
The place is covered in ice and in the midst of a seemingly non-stop snow storm. For all its beauty we're temporarily stuck for where to go next, but in time-honoured *Prime* fashion a spot of scanning unearths a switch hidden behind a metal grate.

And so we head towards an area called Ice Ruins East, which is home to a species of aggressive predators called Sheegoths. They're impervious to attacks from the front, so we take the battle to their vulnerable backs and finish them off quick smart.

Phendrana Drifts is also where Samus finds the Boost Ball that allows her to accelerate while in Morph Ball mode. This is handy for riding the game's half-pipe structures, opening up previously hidden areas.

But what you all want to know about is Space Pirates and Metroids, and Phendrana Drifts is the gateway to much ass-whupping action involving both. It turns out that Phendrana is the base for the Space Pirate's twisted experiments on Tallon IV's indigenous species... and Metroids. Within this area there's a network of laboratories teeming with computer screens and containment vessels, not to mention an army of Space Pirates in many guises. Some are airborne and some utilise cloaking

devices, rendering them invisible for short periods of time. But hey, we've got a Thermal Visor and Super Missiles so they all end up dead.



"NOM OPINION"

The US code of *Metroid Prime* is cinematic in the extreme and loaded with bone-jarring action – this is next-gen gaming with big-budget attitude. Next month comes the UK review and man, if they screw up the PAL version we'll cry a river.



21st March 2003

"Lara Croft step aside because Samus Aran has returned in
Metroid Prime for the GameCube" - Gamestyle.net

"9.8/10 An absolute masterpiece, a modern classic and probably the most
fun I've ever had playing a videogame" - Electronic Gaming Monthly

"A grown up planet-jumping shoot'em up game that re-invents a classic
Nintendo franchise" - Rolling Stone Magazine

"Metroid Prime is the best GameCube game to date...it's one of the
best games on any platform this year." - gamespot.com



Life's a game
www.nintendo-europe.com



NINTENDO
GAMECUBE.

[http://www.
uk.ea.com](http://www.uk.ea.com)

LOG ON

IN BRIEF

DETAILED

Confusingly, *The Two Towers* brings alive the best moments from the first two films, not just the one that had us gawping at the silver screen over Christmas. *The Two Towers* sees you controlling either Gimli, Legolas or Aragorn in your battle against Sauron's forces, using your guile and skill to stay alive and win the battle for Helm's Deep.

Release
14 March

Developer
Hypnos

Publisher
EA

Game Genre
Action
adventure

THE LORD OF THE RINGS: THE TWO TOWERS

Let us take you on a journey across Middle-Earth as the epic moments of the first two movies join forces with the power of your GameCube.

Well it's taken far too long getting to GameCube and even then it's not launched until March, but we've managed to get a play of the US version of *The Two Towers*. Suffice to say, *Rings* fans have got one lip-smacking Tolkien treat marching towards them.

Whether it's getting your first taste of launching arrows at snarling orcs, torching screaming Ringwraiths or just gawping at the delightful mix of film footage and cut-scenes, this is how a decent movie-based game ought to be made. Just thank the gaming lords on high who have made damn sure that this isn't a dog. So pack some lambas bread and let's hunt down some orc action – the Dark Lord's forces are coming out to play.



■ 'Eat it, fat head.' Keep pumping arrows into the Cave Troll's face until it falls over. It may not be complex, but it certainly is very satisfying

THE FIRST HOUR



Just to confuse matters, *The Two Towers* game doesn't start where the recent blockbuster did, nor in Bag End among the quaint and comfy little Hobbit holes. The game actually starts with the opening sequence from 2001's *The Fellowship of the Ring*, putting you right in the

shoes of Isildur, the warrior who slices the One Ring from Sauron's hand.

Even though that moment isn't playable, the pace of battle is relentless from the opening seconds as you put Sauron's dark army to the sword, building up your skill meter as you go with four kill ratings – Fair, Good, Excellent and Perfect.

And it's these that stop the game from being just another clone of *Gauntlet*, because at the end of each level your ratings will turn into experience points. These points can then be exchanged for new combos for each of the game's three playable characters – Aragorn, Legolas and Gimli the dwarf.



■ 'Yeah, it was £9.99 from Argos – a proper bargain, I reckon'

■ Playing as Aragorn's ancient ancestor, Isildur, you'll get to join the Last Alliance of men and elves as they march against Sauron's evil armies



THE SECOND HOUR



■ The Nazgul shellsuits tend to be very flammable

The first level is just a teaser of what's to come and with fresh orc flesh littering the landscape it's onward to Weathertop where the Nazgul are closing in on the Ringbearer. And, yes, their screaming will put the willies up you, just like they did in the film.

Even if you're scared stiff, you've got to put them out of their misery with a flaming torch in the face and then go about protecting little Frodo from the last remaining Ringwraith.

From what we've seen, the movie footage is incredible and seamlessly cuts together with the gaming action to make this an unforgettable experience for fans of the films. On the gameplay front though, the levels are linear and you'll only be able to venture so far before the invisible brick wall prevents you from seeing further into EA's



■ The Two Towers has some fancy lighting effects



■ Aragorn gets stuck in white Gimli loafs at the back

sumptuous Tolkien landscapes. The claustrophobic feel will also cause bouts of screaming blue murder as the camera fails to catch up, stopping you from seeing attackers steaming in from off-camera.

WHAT YOU NEED TO KNOW

Q: Okay, so it's got EA's mega-bucks behind it, but who the hell are Hypnos?

R: Well, Hypnos are no strangers to the land of GameCube development because they were co-developers on last year's bike racer, *Freekstyle* (seven out of ten in issue 121). It's a big departure from the two-wheeled world, but this fantasy hack-and-slash adventure certainly shows Hypnos have got what it takes.

Q: *Gauntlet* was awful. Isn't *The Two Towers* just that with knobs on?

R: Forget *Gauntlet*, it was a crick. *The Lord of The Rings* slices Midway's effort apart with ease thanks to a clever upgrade system, a great use of the film license and some incredible scene-setting footage. If you loved the first two *Rings* films and want to know what it's like to slay an orc then this is as damn close as you could wish to get.

Q: So you can play as Aragorn, Legolas and Gimli, but what about Gandalf?

R: Ahhrrh, that old chestnut. Let's just say we haven't yet reached the part of the game where secrets are unlocked, and even if we had we wouldn't want to spoil it for you. You'll just have to battle your way through with Aragorn, Legolas and Gimli before you can find out.



THE THIRD HOUR



■ The Watcher in the Water love to chew on arrows

After a trek in the Misty Mountains and a battle against The Watcher in the Water outside the Doors of Durin, the most devastating part of the game takes place in the foreboding Mines of Moria, in the dank and dusty Balin's Tomb to be exact.

The unrelenting volume of orcs may have left you breathless before, but here they come streaming through the door in droves and you won't even have time to blink as you carve them up in an attempt to save the Fellowship from destruction.

Some orcs carry shields that need to be broken before you can hurt them and all the time you'll have to watch your back for orcs who won't think twice about sneaking up to stab you in the back.

And if that doesn't get your heart racing then how about going toe-to-toe with a Cave Troll? He'll come at you with his huge chain and spiked club and start to wreck the room as he sends his weapons smashing into the pillars, floor and, if you don't move fast enough, you as well.

Finish the Cave Troll off though and you'll be racing on to Fangorn Forest and then into a huge battle to defend Helm's Deep from Saruman's forces.



■ We like killing orcs so much we could do it all day – unfortunately we've got a magazine to do...

"NOM OPINION"

Thankfully it's almost here and from what we've seen, *The Two Towers* is every bit the game we'd hoped for. It's full of battles and secrets, and all wrapped up in the magic of the Peter Jackson movies.



GAME BOY ADVANCE

<http://www.pokemon.com>

LOG ON

IN BRIEF

As we approach the third Gym Leader, our Pokédex now includes more than 40 crazy creatures. As before, most of the wild Pokémon we've seen so far are exclusive to *Ruby* and *Sapphire*, and creatures from the earlier games are only seen in Trainer battles. The third

Gym Leader is incredibly powerful, so we had to train our squad intensively to challenge him.

POKÉMON RUBY AND SAPPHIRE

Our adventures in the land of Houen continue this month as we discover the Muro Gym and its fighting monsters.

Even though this is the third instalment of our fantastic *Pokémon Ruby* and *Sapphire* Preplay, we're still really engrossed in the game and feel like we've barely scratched the surface.

This month we've been catching water monsters and having a good old ruck at the Muro Gym. Read on Poké Trainers...



MORE MONSTER MAYHEM

Although we've now caught over 40 brand-new Pokémon, we're still a long way from nabbing all 100 new monsters. Last month we showed you how the

POCHIENA

Poké fact: At the start of the adventure you'll see your mentor, Professor Odamaki, being terrorised by a Pochiena.

EVOLUTION

Pochiena

Type: Dark/Normal
Evolves at: Lv 20



Guraina

Type: Dark/Normal
Evolves at: n/a



SUBAME

Poké fact: It's easy to catch Subame near the start of the adventure and they come in useful when tackling the third Gym Leader.

EVOLUTION

Subame

Type: Normal/Flying
Evolves at: Lv 22



Osubame

Type: Normal/Flying
Evolves at: n/a



starter Pokémon - Kimori, Mizugorou and Achama - evolved, so this time we're going to take a look at four of the more common creatures indigenous to Houen...

JIGUZAGUMA

Poké fact: You'll see many Jiguzagumas in the early stages of the quest, so make sure you train one to get Massuguma.

EVOLUTION

Jiguzaguma

Type: Normal
Evolves at: Lv 20



Massuguma

Type: Normal
Evolves at: n/a



KYAOKE

Poké fact: Kyaome are amongst the most common Water Pokémon and are found everywhere (aside from the north-west corner of Houen).

EVOLUTION

Kyaome

Type: Water/Flying
Evolves at: Lv 25



Pelippa

Type: Water/Flying
Evolves at: n/a



DETAILS

Release
Spring 2003

Developer
Nintendo/
Game Freak

Publisher
Nintendo

Game Genre
Adventure RPG



WHAT DO YOU WANT TO KNOW?

We're going to keep on playing *Ruby* and *Sapphire* because they're so cool, and we'll bring you another report next month as we head towards the fourth Gym Leader.

But in the meantime, if there's anything specific you want to

know about this amazing new journey into the world of Houen, send your questions to the usual *NOM* address and we'll do our best to fill you in on all the little details you want to know. Come on, we won't bite...

THE NEXT THREE HOURS

Last month we'd just arrived in Muro Town after taking a trip across the ocean with an old man in his speedboat. Although we were tempted to make a beeline straight for the Gym, we spent some time exploring Muro and got chatting to a generous bloke who gave us a fishing rod.

Of course, this meant that we didn't make it to the Gym for hours as we headed straight for the shore to try and catch some Water beasties.

The Muro Gym is devoted to Fighting Type creatures. When you first walk inside all the lights are switched off. However, as you defeat the junior Trainers that lurk in the shadows, the lights slowly come on, eventually revealing the fearsome Leader.

After defeating the Gym Leader (it was easier than we thought using Flying

Pokémon), we jumped back on the boat again to continue our adventure on the mainland. The old man dropped us off at the beach beside Kaina City and we were able to battle more Trainers on the sand for valuable Experience Points.

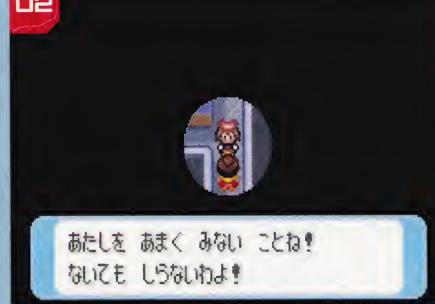
In the city itself we soon found the Ocean Museum, but it was surrounded by goons from Team Magma/Aqua. With our awesome squad we soon crushed the villains inside the Museum and we also got an opportunity to whip our Rival. As a reward for beating them in battle, our Rival gave us a Bike Coupon to use in Kinsetsu City.

Clutching our voucher we ran all the way to Kinsetsu and, after claiming our prize, we headed straight for the Gym to test our might against the powerful Electric Pokémon that lurk inside.

■ The fisherman on the beach will give you a rod ideal for catching the Pokémon that are lurking beneath the waves



ガーネは 和のつりあげを
たいせつなものポケットに しまった!



あたしを あくま みない ことね!
ないとも じうないわよ!

■ The fisherman on the beach will give you a rod ideal for catching the Pokémon that are lurking beneath the waves



■ The Gym Leader uses Fighting Pokémon (Machop and Makunoshita), so it's best to tackle him with Flying Types



■ The Ocean Museum is crawling with Team Magma/Aqua villains, so make sure your squad is fighting fit



■ Once you beat your Rival in the Ocean Museum, grab the Bike Voucher and claim your prize

■ The fourth Gym Leader enjoys the company of Electric-type Pokémon. Don't use Water creatures here

WHAT YOU NEED TO KNOW

Q: I've heard about Pokémons 'characteristics' in *Ruby* and *Sapphire*. What are they?

A: Pokémons 'characteristics' (we're not sure what they'll be called in the English language version) are unique traits that many creatures have and which affect their performance in Trainer duels. For example, Pokémons with the Fishskin characteristic automatically return damage against monsters that use physical assaults, and Colour Change



creatures can alter their Type to match the last attack that was used on them. There are many other characteristics in the game, but they're difficult to decipher as our version is in Japanese.

Q: Are there any new Types like there were in *Pokémon Gold* and *Silver*?

A: No. Rather than adding any new Types, the developers decided to use the 'characteristics' detailed above and other special stats to add a new dimension to the gameplay. There are 17 different Types in *Pokémon Ruby* and *Sapphire*, including the Dark and Steel creatures that made their debut in *Gold* and *Silver*. Adding new Types may have over-complicated the battles.



"NOM OPINION"

Pokémon Ruby and *Sapphire* never cease to amaze us and we're still getting the same dizzy thrills we did when playing *Red* and *Blue* for the first time. It's not long now until the game reaches British shores, so make sure you're saving your pennies.



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IKARUGA

Get ready for *Ikaruga*, because shooters don't come any tougher or more chaotic than this plasma-filled peach. Waiter!? Fresh underpants, please!

LOG ON

IN BRIEF

www.ikaruga-atari.net

Ikaruga is a top-down scrolling shoot-'em-up with a difference. Switch the colour of your ship between white and black to escape and absorb enemy fire. *Ikaruga* is the ultimate brain twister, with more bullets and fast-moving enemies on the screen at once than you've ever seen before.

DETAILS

Release April

Developer Treasure

Publisher Infogrames

Game Genre Shoot-'em-up

The advances in 3D graphics and special effects have revolutionised many different types of games over the years. Just compare old platformers like *Mario Bros.* on the NES to *Super Mario Sunshine*, or *Super Metroid* compared to *Metroid Prime*. A huge visual improvement, don't you agree?

Now look at *Ikaruga*. You see, apart from a few flashy lighting effects, it doesn't look very different from classic shooters like *Super R-Type* or *Pop 'n' Twin Bee* on the Super NES. But *Ikaruga* aims not only to deliver the most intense, brain-frying action of any shoot-'em-up ever made, it also tries to add more depth with a new colour-swapping system. Intrigued? Well, you should be,

and all will be explained on these pages.

Despite the detailed backgrounds and sparkling laser effects, *Ikaruga* sticks to its roots as a top-down, 2D shooter as you attempt to blast your way through five long, enemy-infested levels.

The really great thing about *Ikaruga* is its unrivalled speed. You won't even have time to blink, with hundreds of lasers firing at you at once and multiple enemies closing in from all directions. Your piloting skills will need to be millimetre-perfect or you'll be intergalactic road-kill. Oh, and did we mention you have to strategically change your ship's colour to survive, too? *Ikaruga* is a mental overload!



■ Absorb the black energy while you take care of the white ship...



■ ... then switch back to white before these enemies incinerate your ass



■ *Ikaruga* is so ridiculously tough that you'll be sweating blood. This is only the second boss, but you'll already be on your 179th continue...

WHAT YOU NEED TO KNOW

Q: These screenshots are all very nice, but *Ikaruga* still looks like just another 2D shooter. What's all the fuss about?

A: As you've already noticed, the visuals are sweet. The highly detailed backgrounds look super-cool as do the explosions, and the sheer volume of enemies and lasers on screen at any one time is simply astonishing.

Looks aside, the action in every level is amongst the most intense we've ever experienced and the colour-swapping feature adds much depth and strategy, requiring quick thought and immense skill to master. What's more, a second player can join in the action at any time, which makes things a lot easier on the enemy-killing front, we can tell you.



Q: What's this colour-swapping feature you keep talking about?

A: With a tap of the A button, you can swap your ship's colour between black and white and there are black and white types of



enemies, too. If you're shot by an enemy of the opposite colour you'll explode and lose a life, but a bullet of the same colour as you will be absorbed, charging a power bar that can unleash a lethal laser attack.

THE FIRST TWO HOURS

Ikaruga has only got five levels, but we guarantee you won't charge through them on your first few goes. In fact, your progress is dependent upon persistence and how quickly you can learn the enemies' attack patterns and how best to counter them.

We got used to *Ikaruga*'s simple control during the brief ten-second introduction that saw us face a few fast-moving, but harmless enemies. After that, the game launched us into the chaos, with at first three enemies, then nine, then loads more. We panicked. We died. We started again!

After about an hour of life-wasting and restarting, we'd pretty much got the hang of the first level and made in-roads of the boss, and were well on our way to finishing level two.

But it's not easy and we were struggling on a part of the level with black and white spinning gun turrets that showered the screen with both colours of bullets. Some fast colour-swapping is needed, but it's so fast-paced that it had us stumped for ages. And this is just the beginning of *Ikaruga*'s old-skool punishment as the later levels are much, much harder. Gulp.



Q You think this looks tough? It just keeps getting harder from here on in...



Okay, this isn't too bad...



... close, but nothing we can't handle...



... it's getting tight now, but we're still okay...



... hang on, this guy's having none of it...



... eeeeeeeeeek...



... we want our mummies!

In addition, your lasers do more damage to enemies of the opposite colour, so you'll want to keep switching to get the best combination of power-ups and firepower.

Q: Okay, but where does the strategy come in? Can't you just stay one colour, immediately cancelling out half of the enemies' attacks?

R: If you do that you'll be dead before you've played 30 seconds of *Ikaruga*. There are times, for example, when there'll be too many white bullets to survive unless you're also white, absorbing their destructive power. But you still can't relax as you'll then be shot at by a swarm of black enemies, too. And you'll need to decide whether to change to black, or stay white and dodge and shoot.

Your white bullets will be more effective against the attacking black enemies, but you'll also be more vulnerable to their attacks when you're white. What will you do? It's utter chaos!



"NOM OPINION"

We're really excited about *Ikaruga* because it sets new standards for 2D shoot-'em-ups. And what's more, the inhuman difficulty will no doubt have you seeing Game Over screens in your sleep.



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<http://www.konami-europe.com>

LOG ON

IN BRIEF

DETAILS

ISS3 hopes to improve on the previous title in the series with a new, never-before-seen Close-Up play feature, along with reworked visuals and the introduction of a Mission mode. If this game delivers these improvements, football fans could be in for a real treat!

Release
28 March

Developer
KCE Osaka

Publisher
Konami

Game Genre
Sports

ISS3



Farrington, the *NOM* offices, any given lunchtime. 'Okay, my centre-forward is wide-open, so I'll slip him a sweet through-ball and take the lead. I'm hitting the flippin' button so why are you taking so long to pass the ball, Nicky-bleedin'-Butt? No! Don't pass it back you stupid git, I was pushing right'. It's usually at this point that Rich slams the controller on the floor, red-faced with anger and swears he'll never play again.

ISS2 has provided the *NOM* team with much entertainment, but to be honest, Rich wasn't the only one to have issues with the game's suspect passing system. That's why we're looking forward to the arrival of the sequel in the hope that it'll improve on this fault. So, check out our Preplay of *ISS3* as we give you the lowdown on what new features you should expect from the latest in the long-running football series.



■ A split-second later Hamann skins Raul and scores. Or is it the other way around?



■ 'So, what are you having for tea? I dunno, England?'



■ It's ENG vs. FRA in the final of the World Abbreviation Cup

WHAT YOU NEED TO KNOW

Q: I've already got *ISS2* so is there any point in getting this?

A: We know that some sports sequels can feature little more than new player names and squad updates, but this isn't the case with *ISS3*. Take one look at the Main Menu and you'll see the new Mission mode where you play to win different games of football under various conditions. You'll also find the Catalog option (their spelling, not ours), as well as an International Cup, and World and Custom League options, too.

Q: What about the graphics and animations? Are they identical to the previous game?

A: No. KCE Osaka has worked on the visuals too, aiming to make all of your



favourite football stars instantly recognisable so the introductions at the start of a game where the players run out onto the pitch look sweet. The players clap their hands and shout for self-motivation,



do various warm-up exercises, and you can even see them talk to each other. No doubt about what Page 3 lovely they're seeing or how much money they've lost on the horses.



CLOSE-UP AND PERSONAL

In real life a one-on-one with a world-class defender is a great test of a footballer's power, control and fancy footwork. To make *ISS3* portray such challenges with more realism, a new Close-Up button has been added.

When on the offensive, as you approach the opposition's penalty area if you are challenged by a defender a small icon will appear over your head. Hit the **B** button and the camera will move to just behind your shoulder. Then, using the 3D Stick, you can perform step-overs and side-steps to confuse the defender. If done well, you'll shoot off past the defender, leaving him trailing in your wake.



■ We love you, Danny, but you're out of your depth. Zoom-in on Sylvain and see him take chrome-dome to the cleaners



■ Wiltord puts out the Gallic shuffle and wrong-foots Mills. If this was non-league, Sylvain could look forward to a broken leg later

MEN WITH A MISSION



■ If you think that arrows is big, you should see the Brazilians'. *ISS3* lets you dip, swerve and curl shots in all directions

New to the *ISS* scene is a Mission mode in which you're challenged to win various games of football in different scenarios, or using specific techniques to score.

Earlier missions will put you in a game with 15 minutes left on the clock and you'll have to score before the full-time whistle is blown. Tougher missions will stipulate that you must score straight from a free kick or a corner. This can be really difficult, but you'll be awarded with points for your success. These points can then be used in the Catalog option to buy new kits, open new teams or even build your own stadiums.



■ You can customise your team's kit with the Catalog option



■ Sol and Michael celebrate the news that Seaman has cut his hair



■ In *ISS2*, I have difficulty passing the ball to the intended player. Is this still a problem?

■ As you'll have read in the introduction to this Preplay, we also have the same

problems in *ISS2*. Unfortunately, we can't see any evidence of this problem being resolved in *ISS3*, and would even go so far as to say it seems slightly worse.

But the game is still in development and such issues could still be cleared up before the game is released. We'll address all of this in a full review, which should feature in next month's issue.

■ Has the A.I. of the computer-controlled players been improved in this new edition?

■ All of the players spread themselves out nicely, running into openings, hoping that you'll give the ball to them for a scoring opportunity. And when on the defensive, they'll mark the opposition

players and tighten up the defence on attacking strikers. However, it's not perfect yet and once again, this is something we'll be able to comment on further after extensive play of the finished game.



PREPLAY

THE FIRST TWO HOURS

We started off by setting up a friendly match against the computer. Despite Mike's lack of interest in football, he was the first to play, choosing England against France. He lost the toss and the CPU chooses to take the kick-off.

Sadly, Mike gets off to an abysmal start, allowing France to run in and score straight from the off. Admitting his show of utter crapness, he swiftly hands the pad over to Rich. Twenty minutes later and the full-time whistle is blown, but Rich has failed to redeem *NOM's* opening performance in *ISS3*, losing three goals to nil. Dejected, he

heads back to his desk.

Mike restarts the game for another shot at victory, in the hope that he can improve on his previous showing. He succeeds, slapping the computer down to size with a 3-1 win. Pick the bones out of that one, Le Blues!

As time passed by, we got to grips with the CPU's tactics and controls, so after a few more wins, we went on to explore the Mission mode. At first it seemed easy and we passed the first three scenarios with no problems. But it gets much tougher from there on in, so we were soon met by some real challenges.



■ Owen gambles on an opening, but will he score this time?



■ 'Why are we waiting? At this rate, the tournament will be over before we start.' The players were less than impressed by the referee's floating-coin trick



WHAT YOU NEED TO KNOW

Q: I'm a regular Joe Cole. Will I be able to show off to my mates by doing loads of cool moves with the ball?

A: You betcha. Here at *NOM* we like nothing better than wrong-fooling the



opposition and you'll be able to pull off all the flashy flicks and tricks needed to shatter your opponent's defence and embarrass your mates with some all too easy goals.

And if that's not enough for you, there's also a new Close-Up option that allows you to zoom-in on the action and get around a big, hairy defender with some lightning-fast footwork. Want to know more? You can read all about the new Close-Up system elsewhere in this Preplay.

"NOM OPINION"

It's clear that *ISS3* is still a work in progress with many niggles left to iron out, not least the frustrating auto-passing and general lack of player control. But there's still time to turn around a season.



New Metroid Fusion.
Be ready for the unexpected.

GAME BOY ADVANCE[™]

NINTENDO
GAMECUBE<http://www.ghostrecon.com>

LOG ON

IN BRIEF

Sneak around sprawling landscapes and dangerous enemy bases as you guide two teams of US Special Forces through 15 intense missions. *Ghost Recon* is an all-out special-ops simulation and taking a single shot could kill you, so you'll need to be cautious and take time to plan your moves.

DETAILS

Release
14 MarchDeveloper
Red StormPublisher
Ubi SoftGame Genre
Stealthy FPS

TOM CLANCY'S GHOST RECON

Stealth, caution and a whole lot of patience is on the agenda in Ubi Soft's mission-based shooter. Definitely not one for the gung-ho among you.

You're a highly trained US Special Forces soldier, deep behind enemy lines on an infiltration mission. It's dark and you're crawling through the bushes with the enemy in sight up ahead. Your heart is beating fast because you know if they spot you it's curtains.

If you've ever wondered what it might be like to do this yourself – but without dirtying your knees – you might want to take a look at *Ghost Recon*, because it's about as close to the real thing as we've ever experienced. Lock and load your rifle, slap on the Camo Paint and get ready to bag some commie scum.



I DON'T WANNA DIE

What makes *Ghost Recon* so massively different from other First Person Shooters is the fact that one shot can prove fatal to your player, therefore you are forced to use cunning and value your life as if it were real.

Running around like a headless Rambo will only get you killed. You'll need to crawl around, move slowly and observe your surroundings for hostile soldiers and any other hidden threats. You'll also need to use the map to command other soldiers, and position them strategically. The action's tense and absorbing, but slow-paced so you'll need a lot of patience.



■ We love FMV. And guns. And playing war, just like we used to in the woods. So we're well up for some ultra-realistic First Person Shooting



■ I can't snipe with your fat mush in the way



■ You can command your team by using this fancy map

THE FIRST TWO HOURS

There is a training option, but we're far too macho to mess around with all that, so we jumped straight into a campaign. The first mission takes place in a huge green landscape with trees and bushes everywhere. That provides us with plenty of places to hide and work out what the hell is going on.

After grasping the controls we headed off towards our objective, spotting an enemy standing in the distance. He was too far away to ensure an instant kill, so we carefully crept forward, lying on the floor using the bushes for cover. It was nail-biting stuff, but as soon as he was in range, we took aim and popped a cap in his bonce. Enemy soldier down!

Because of our extreme caution, it had taken a while before we'd finally reached the objective point; an enemy camp that we've got to clean out. Stealthily creeping to the camp's perimeter, we spied on our foes and concocted a shrewd plan to take them out. With all soldiers in position and all watches synchronised, we struck hard and swiftly,

taking out all hostiles before they barely had a chance to react. We lost one man, but everyone else was fine.

Our next objective was to secure a cave on the far side of the landscape. Creeping along slowly got us there safely, but it sure is time-consuming. In a similar way to the camp, we bagged all of the enemies and headed back for extraction. Now on to the second mission...



■ Ghost Recon is all about sneaking around until you get in a position to do some killing



■ I've been sitting in this foxhole all night and I still can't see a bloody thing!



■ In basic training you'll be able to get your skills up Special Forces standard



■ You can stay there all day, mate, the guy on the floor won't get any dealer

WHAT YOU NEED TO KNOW

■ So, tell me what the story is behind Ghost Recon?

■ The story is typically intricate for a game like this. But in brief, it's the year 2008 and extreme ultra-nationalists, aiming to re-establish the old Soviet empire, are wreaking havoc in Russia. As part of a highly trained US Special Forces team, you have been sent into the heart of the action on a critical peace-keeping mission. The world is on the brink of war and it all comes down to you to resolve the situation. No problem, right? All in a day's work.

■ What sort of weapons do you get to use?

■ You will get to use a variety of military hardware, from pistols and machine guns, to sniper rifles and even anti-tank missiles. But you will need to think carefully about which weapon is best for each given situation, and select the hardware your soldiers will need to carry before starting each mission.

■ Cool... so you play as the commander and control the rest of the team right?

■ That's correct, soldier. You'll have a number of commanding duties within the game. You can control the soldiers in two ways; using the map to mark out attacking routes for computer-controlled soldiers to follow, or by taking control of them yourself and moving them into position manually. Swapping your control also allows you to use different weapons. For example, switching to control a sniper for a long-range attack, or using a gunman for an assault upon multiple enemies nearby.

"NOM OPINION"

Caution and stealth are the emphasis in *Ghost Recon*, and so the pace of the game is very slow. But this is exactly what makes it appealing and fans of stealthy games should keep a close eye on this.



NINTENDO
GAMECUBE.

LOG

IN BRIEF

[http://www.
midway.com](http://www.midway.com)

Dr Muto is a mad scientist attempting to develop a machine that will solve his planet's energy crisis. Sadly the contraption that Muto invents destroys the world and forces him to go on a quest to right his terrible wrongs.

Release
Summer 2003

Developer
Midway

Publisher
Midway

Game Genre
Platform
adventure

DR MUTO

Destroying your home planet is a sure-fire way to draw attention to your latest invention, but luckily Dr Muto has a cunning plan to set everything straight. We hope.

In a world dominated by plump plumbers it can be tough trying to create a likable, memorable platform character, but that's just what Midway are hoping to do with the release of *Dr Muto*. The Doc's got more science tricks than Johnny Ball and he's going to need all of them if he wants to have any hope of putting Planet Midway back together.

The story begins with a dream sequence where the hapless boffin imagines all manner of crazy gadgets that he can invent. Suddenly there's a news flash on the TV; Dr Muto has invented a device that can solve the planet's current energy crisis. One flick of the switch and... ka-boom, the planet is shattered into



■ Damn the media, it's always their fault when things go pear-shaped. Nice tie, though...



■ It's going to be a tough job gluing the planet back together

tiny pieces. The bungling doctor obviously feels obliged to help undo his catastrophic work, but to put the planet back together again he'll need the awesome power of the Genetor 9000. However, all of the parts for this fantastic device will have to be stolen from the giant Burnital Industries conglomerate in order for it to be used.

Dr Muto therefore has to travel to the four planets where Burnital are based and pinch the parts to create the Genetor machine and save the planet.



WHAT YOU NEED TO KNOW

Q: What's that strange device Dr Muto is holding in his hand?

A: It's called the Splizz. This allows Dr Muto to flick switches, open boxes, destroy enemies and extract DNA from the various crazy creatures that lurk in Burnital Industries.

Q: Yuck! Why would he want to collect DNA?

A: Because Dr Muto is a crazed scientist who has the ability to morph into any creature he chooses as long as he has sufficient DNA samples. Throughout the adventure you'll be able to transform into a mouse, a monster, a spider or a squirrel.

Q: What are those little blue things with huge tongues?

A: They're Gomers and they're everywhere. They are the slaves of Burnital Industries and are completely harmless, but they can come

in very handy. Certain switches and boxes around the levels can only be activated or opened by using a Gomer. Just push the B button to capture a Gomer, aim it at the intended target and hit B again to release it.



■ Dr Muto can do a whole lot of things with his Splizz, including extracting precious DNA. Ouch!

Q: Any more toys for the good doctor?

A: By simply collecting scrap metal, Dr Muto can get his grubby paws on a pair of Super Boots, a Rocket Launcher and many more weird and wonderful items.



■ The sign on the wall is for Burnital Industries, off which Dr Muto will be stealing lots of expensive kit

FILL ME UP



■ The baddies might not win any prizes for scariness, but they're certainly original



■ Well, it wouldn't be a real platformer without some dangerous-looking green goo

Now you know you need the Genetor 9000, but it's not going to be any good building the thing if you don't have the fuel to run it. For this reason, you'll need to collect lots of pieces of Terra, the fuel the contraption guzzles. The pieces are cleverly hidden throughout the levels and you'll need to complete puzzles and tests of skill to uncover them. To help you with this you're given The Masterplan, a handy listing of all the Terra in a particular section of the world. The Masterplan also tells you what you have to do to acquire each piece, so the only problem is actually getting to them and completing your task.

This is where things get more complicated, as they're guarded by vicious dogs, robotic policemen, bazooka-armed sentries and poison gas amongst other things that'll kill Muto stone dead.



■ 'I hate students, me.' We reckon Dr Muto was based on legendary ladies' man Paul Calf

THE FIRST TWO HOURS



■ These Super Boots can get Dr Muto out of some sticky situations. And into some, too

After the humourous opening movie we're introduced to Al, Dr Muto's computer system who'll be on hand to help you throughout the game. To keep Al running the first thing you need to do is find it some fuel, called Terra, so it's off around Muto's lab to collect some.

This is a clever way of making a tutorial look like the main game and it allows you to get a good feel for the controls. We got used to them quickly.

Before too long we managed to unearth a piece of Terra, but we need to morph into a mouse to get at it as it's hidden behind the wall. Here the game moves from a 3D platformer to an old-fashioned side-on 2D game, something that happens quite a lot, and this is a really well-designed and fun little section.

Once Al's been powered up it's off to our first Burnital level, Toltec. This brown, sludge-filled planet is the processing plant for all of Burnital's waste and it's also home to packs of vicious dogs and pesky cockroaches that provide Muto with perfect samples of DNA for changing his form.

The controls are easy to get to grips with, but in the version we were playing there were serious camera issues that really stopped us from getting an ideal view of the action.

The puzzles in Dr Muto are well conceived and there's a good balance between standard platform elements and real head-scratching moments. Al is a great help and not in the least bit annoying or patronising, (as some sidekicks can be) and there are some funny bits of dialogue between Dr Muto and his computer pal.



■ Like all good platformers, Dr Muto has some far-out levels that are tricky and compelling

"NOM OPINION"

We had a lot of fun with *Dr Muto*. Camera issues aside, this is a well-designed platform game with a good mix of puzzles and action, and Dr Muto himself is charming. The morphs are a great idea and add variety to the game. With a bit of developer polish, *Dr Muto* should be a top title.

NINTENDO
GAMECUBE

LOG ON

IN BRIEF

[http://www.
midway.com](http://www.midway.com)

It's been a while, but now *Defender* is on the way back and getting ready to kick-ass on your GameCube. But is it shaping up to be anywhere near as good as the original?

DEFENDER

Remember dodgy arcades full of fag ash and smoke? Remember standing in line for an hour to play the latest games? Remember *Defender*?

In the beginning there was *Defender*. Then came two decades of other games, and now it's coming back with a 3D makeover. Okay, we know *Defender* wasn't the first video game, but it is the first video game that many people ever played and in the early 80s it was a quantum leap in both design and content.

In fact, such was *Defender*'s impact on the gaming population of yesteryear that with just one mention of the title, older members of the *NOM* crew get all misty-eyed, while Rich strokes his beard and holds forth about



■ The Manti aliens mutate after scoffing astronauts and turn into these hard-ass, nippy red blighters



■ A range of weapons allows you to lock-on to or strafe enemies



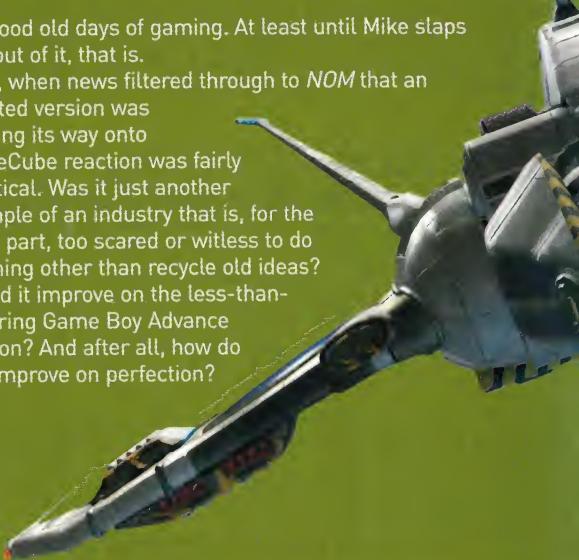
■ Mars sure is pretty this time of year, but there's always a bunch of pissed-up Manti around to spoil things...

the good old days of gaming. At least until Mike slaps him out of it, that is.

So, when news filtered through to *NOM* that an updated version was winging its way onto GameCube reaction was fairly sceptical. Was it just another example of an industry that is, for the most part, too scared or witless to do anything other than recycle old ideas? Would it improve on the less-than-inspiring Game Boy Advance version? And after all, how do you improve on perfection?



■ 'Ooops – it's my first day, honest.' There's plenty of destructible scenery to test out your weapons



Release
14 March

Developer
Midway

Publisher
Midway

Game Genre
Shoot-'em-up

LUNCH. ANYONE?

True to form, the hilariously named alien scourge, The Buggers dislike all things human, apart from our home-cooked taste and, just as in the original, they've a nasty habit of picking up defenceless spacemen and eating them.



■ Stardate... ah, whatever. One minute you're fixing an astro-tractor and worrying about your income tax...



■ ... the next you're being picked up and carried off by something large and green – and it's not Aer Lingus...

DEFENDERS OF THE EARTH

The first thing we saw was a lengthy intro movie explaining the background of the game; a conflict between humans and an insectoid alien race called the Manti – who are also amusingly referred to as The Buggers. The FMV is very good, owing a lot to both the *Alien* series and *Starship Troopers* in style, and it succeeds in removing any trace of sympathy for the Manti who, by the end of the intro, you'll want to wipe off the face of the galaxy.

You play as a pilot working for the GSA – no, not the Glasgow School of Art or the bugs would've won ages ago – but the much snazzier Galactic Stargate Authority. It's your job to protect colonists by repelling the Manti wherever they strike.

In practice, *Defender* plays a lot like *Star Wars The Clone Wars*, with the only notable difference being the traditional element of saving your buddies from The Buggers. You



You can practise flying through these gates until you master the controls. It won't take long

receive orders from a variety of sources and have to juggle your objectives in order to complete missions. This means there'll be times where you have to escort some poor sap intent on getting himself killed, which is really frustrating. This leaves you wondering why you can't just tell the idiot to hide behind a rock and wait for you.

These strategic elements, which also include such tasks as deploying tanks to defend outposts and assisting Dr Mudo (apparently the 'Top Wonk' in the GSA) certainly add depth to what was a pretty simple game. But it could also be said that they pollute the original's purity and unnecessarily complicate matters. On top of the basic missions, the more hapless humans you rescue from a fate worse than death, the more points you'll get to upgrade your ship in-between levels.

The graphics look sharp and solid, and there's no hint of slowdown even when the screen is full of Manti looking for a man-snack. And what's more, keen-eared gamers will also be pleased to note that some of the original's sound effects have made it into the new version. And while the controls are pretty good, it's a lot more difficult to save a falling astronaut in three dimensions than it was in two.



If the Millennium Falcon is an intergalactic Ford Capri, this must be an XR3i



... but don't worry, the worst that'll happen is you'll get your legs chewed off by a huge alien bug...



... and when they finally realise you're missing at least the wife will have something to put on her mantelpiece

WHAT YOU NEED TO KNOW

Q: So, tell me how *Defender* has been brought up to date?

A: Essentially it's the same game that gobble up your ten-pence pieces all those years ago, but naturally it's been fiddled with to justify a next-generation rebirth. The most obvious change is that you'll now be defending the human race in three, count them, three dimensions. But there are also a number of other touches that have been added to the original, bringing it in line with more modern games.

Q: Well, duh! We can see that! What else is there?

A: Okay, settle down. Aside from the graphics, *Defender* now features a lot more in the way of strategy and the chance to upgrade both your ship and its weapons between levels. There are six ships in all, varying in speed, armour and armament, and you'll need to pick your craft wisely, as it often makes the difference between success and failure in the game's many and varied missions.

Q: What about multiplayer?

A: It seems that every game has to have a multiplayer mode these days, and the creators of *Defender* have singularly failed to buck the trend. Options for mate-bashing include deathmatches or co-operative play against the the nasty old aliens, but unfortunately there's no sign of playing as a human-munching Manti, which is a pity because we're a sick bunch of bastards here at NOM.

"NOM OPINION"

While it's not going to set the world on fire like the original, *Defender*'s transition from 2D to 3D looks like it'll deliver a respectable blaster with some solid strategy elements that should appeal to both RTS fans and those with an itchy trigger finger. Expect a full review next soon.

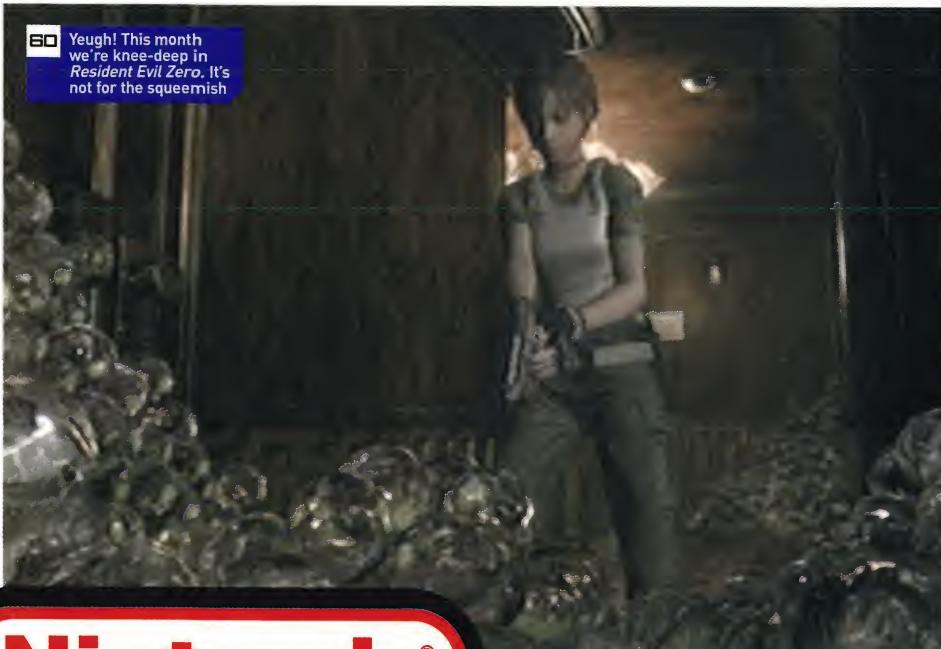


ADDICTED TO GAMES

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The essential resource for all Nintendo gamers

60 Yeugh! This month we're knee-deep in *Resident Evil Zero*. It's not for the squeamish

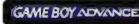


REVIEWED 03/2003



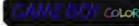
p60 *Resident Evil Zero*
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Plus! *Men in Black II: Alien Escape*, *Rally Championship* and loads more!



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Plus! *ISS Advance*, *Virtua Tennis*, *Dr Muto* and more!



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Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



TNT: GOLD
Gaming perfection

TNT: MUST BUY
Almost perfect

B HIGHLY RECOMMENDED
T GOOD
S AVERAGE
5 COULD BE FLAWED
4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE



HOW OUR OFFICIAL REVIEWS WORK

Games are scored out of ten, instead of 100%

LOG ON

<http://www.capcom.com>

IN BRIEF

Before anything else happened in Raccoon City, Zero happened. Set one day before the events of the original *Resident Evil*, *Resident Evil Zero* is here to fill you in on all the conspiracies and experiments of the vile Umbrella Corporation. But even with its snazzy graphics, the tried and tested survival horror series is starting to show its age, and its shortcomings.



RESIDENT EVIL ZERO

OH, THE HORROR! A MANSION INFESTED WITH ZOMBIES, A PLOT TO INFECT THE WORLD AND THE WORST CONTROL SYSTEM EVER INVENTED. EEEEEEK!

Six years is a long time to wait to find out how a story begins. So it's with some anticipation and relief that gamers are finally getting the chance to find out exactly how the gory events in Raccoon City came to pass. *Resident Evil Zero* is set one day before the first *Resi*

adventure and should go some of the way to explaining the disturbing events that would eventually transpire.

This game has been developed alongside last year's stunning *Resident Evil* remake so it's no surprise to find the same level of graphical detail in this game. But *Zero* goes one step further down the photorealistic route. Whereas the remake seemed too shiny and clinical, *Resident Evil Zero* has a more hard-edged, grimy feel, making the game look even more realistic. The fine detail is incredible, from empty bottles rolling around on tables to banks of electrical wiring, caked in dust and sludge. Pre-rendered backgrounds might not be as technically advanced as full 3D environments, but they sure look pretty.

Where this game really differs from previous *Resident Evil* titles is the ability to control two characters simultaneously. Players can choose between Rebecca Chambers, a young medic from the



1 Player
Price:
£44.99

Release:
7 March

Publisher:
Capcom



The detail in the scenery is something else – the train environments look almost real enough to touch



NINTENDO
GAMECUBE



□ Two guns are better than one. You'll be glad of Billy's assistance when this ghastly gang are after you

This is one of the more straightforward conundrums that you'll come across



"This light will guide you to a greater truth..."

► S.T.A.R.S. Bravo team or mass-murdering escaped convict, Billy Coen. By pressing **X**, you can switch between the characters at any time. This allows for much more taxing puzzles where each character's different attributes will need to be used. Billy is strong and big and he can lift and push heavy objects, while Rebecca is smaller and lighter, allowing her to squeeze into tiny spaces and test out any rickety lifts or machinery you may find. Teamwork is obviously the key and this Partner Zapping system brings some fresh ideas to the game.

However, that's not to say that the usual logic-defying puzzles of old aren't here in abundance. *Resident Evil* games have never shied away from hiding solutions in the most unlikely places and *Zero* is no exception, meaning that you'll have to hunt every corner to uncover clues and objects. There's also a welcome return for the cryptic conundrums that you'll find engraved on walls, nailed on doors and stuck in dead men's hands.

Another thing that hasn't changed is the now arcane control system. You'd think that in the time these games have been in existence, there would have been some tweaks to make controlling the characters a little bit more forgiving, but they still amble around like day-trippers on a Saga holiday. This is fine if you're just looking, but when a rabid mutant monkey is after your brains and all you can do is stare at the wall while undertaking a twenty-three point turn then you're in trouble.

The story line in *Resident Evil Zero* is as strong as ever and the interaction between the main protagonists is well scripted – you certainly grow attached to the unlikely partnership. The phrase 'ignorance is bliss' was invented for this adventure as the more you find out, the more scared you become. The tension slowly builds as you move through the game, until the unbearable



□ The huge portrait of Umbrella President, James Marcus, dominates the main hall



□ You might think that you've simply got to turn off the steam – in actual fact it's much more convoluted than you could possibly imagine

IT'S STILL MOVING!

Amazingly, Capcom has managed to cram even more detail into the almost photorealistic backgrounds.

This makes for some jaw-dropping moments, especially on the train where you'll find empty wine bottles lolling around on the blood-soaked restaurant tables and dead passengers slumped across the backs of their seats, their lifeless arms swinging in time with the steady motion of the carriages. On top of that, more camera angles have been included, so that you can get a better view of the rooms you enter.



□ The train is filled with detailed touches, bringing the whole game to life



□ Look out for the dead guy slumped over the seat, his arm continues to swing eerily from side to side with the rocking carriage

He seems to be a shady character, but in a choice between him and an army of brain eaters, Billy Coen is the only option



□ These strange morphing creatures are incredibly resilient. The best thing to do is to attack them with fire

► atmosphere causes genuine unease. The music, or lack of it, also adds to the brooding ambience and the clever use of sound helps move the game along. But the feeling of fear is never really hammered home as in previous adventures. The zombie attacks can get incredibly tedious, especially on the train, and the rest of the beasts simply get in your way as you attempt to traverse the mansion to complete another puzzle.

There's also an occasional pause in proceedings as the game loads a particularly shocking scene and this severely softens the sense of surprise. You'll get nervous, but you won't get frightened.

DEAR DIARY...

The only 'life' you'll stumble across tends to be zombified or mutated and there's not much chance of you finding out what happened from them. Thankfully, some employees of Umbrella Corp. had the good sense to note down almost



□ Keep an eye out for pages from the employees' diaries, they should fill you in on all the gory goings on at Umbrella Corp

everything that happened throughout the whole nightmare.

These entries really add tension, especially when you read about some monster that was being developed, knowing that you're going to meet it along the way.



□ As well as diary pages you'll find trainee guidelines, instruction manuals, cryptic messages and handy maps



NINTENDO GAMECUBE

GRRR... PEOPLE KEEP
DRAWING ON MY ARM
WHEN I'M ASLEEP

Somebody's watching you
on the CCTV system, but
who is the mysterious
cloaked man?

TIPS TO GET YOU STARTED

Save regularly, as there should be plenty of Ink Ribbons lying around. Keep a Green Herb or a mix of them in your inventories at all times. Don't be too gung-ho — scope out a situation and don't be afraid to turn around and leave a room if you're not happy. Finally, run away if you need to, it will save you ammo and cause less damage. We won't tell, honest.

Take the Grenade Launcher

Gratuitous use of Grenade Launchers isn't recommended. Your common or garden zombie can be taken down with the Handgun

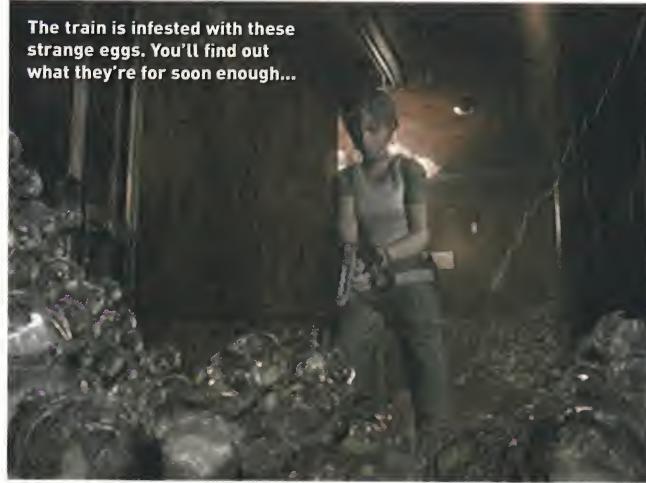
► Maybe expectations for this game were too high. We were promised a brand-new adventure, the best *Resi* yet, but what we've got is an extension of the franchise — albeit a very well constructed and beautiful looking one — with the same control and camera issues that have dogged the series since its debut. *Resident Evil Zero* is a very good game, helped by some mind-blowing effects and finely detailed graphics, but all the spit and polish in the world can't mask the fact that the franchise is showing its age and the competition is closing in. **Dominic Wint**

The Partner Zapping system allows you to reach areas by working together

Rebecca could probably reach it if she stood on Billy's shoulders

"THE CHARACTERS STILL AMBLE AROUND LIKE DAY TRIPPERS ON A SAGA HOLIDAY."

The train is infested with these strange eggs. You'll find out what they're for soon enough...

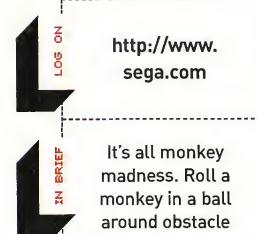


VERDICT

GOOD	■ The Partner Zapping is an inspired touch making for cleverly designed puzzles.
	■ The stunning backdrops may well be the height of pre-rendered scenery.
BAD	■ The clunky control system is as awful as ever and it somewhat spoils the game.
	■ Whoever thinks up the puzzles in <i>Resi</i> games is a very strange fruit indeed.
FUN	You'll eventually adapt to the controls, but early stages will still take several tries.
VALUE	Zero isn't as well-recommended as last year's <i>Resi</i> remake or <i>Eternal Darkness</i> .
LIFE	Two discs, three difficulty settings and a glut of endings completes the package.

Fans will be clamouring for this new chapter in the series, but newcomers are advised to check out the *Resident Evil* remake and *Eternal Darkness* first.

8



<http://www.sega.com>

It's all monkey madness. Roll a monkey in a ball around obstacle courses in the main Story mode, or compete head-to-head against the computer or friends in any of the 12 mini-games.

An overall improvement on the first *Super Monkey Ball*.



The level design is far more detailed than last time - it makes *SMB* look plain

SUPER MONKEY BALL 2

IT'S A WIDELY KNOWN FACT THAT YOU CAN NEVER HAVE ENOUGH MONKEY-BASED VIDEO GAMES, AND THAT'S WHY THE ARRIVAL OF *SMB2* HAS PUT A SMILE ON OUR FACES. FEEL THE FURRY LOVE.

There's no doubt that monkeys are the best animals on Earth. Just look at them, with their long arms, funny faces, slouched posture and best of all, their love of mischief. They are a living embodiment of carefree cool. And one day, a Japanese bloke decided it would be a good idea to make a game featuring monkeys trapped in balls that you roll around obstacle courses in the sky. Genius!

Super Monkey Ball has been a *NOM* favourite since its Japanese launch in September 2001 and now the sequel is here and packing even more of a primate punch than before.

From the outset, you'll notice that the vivid but simple graphics of the previous game have been enhanced, with the backgrounds now sophisticated 3D environments. Courses are set in forests with enormous waterfalls, fiery volcanoes and even inside a giant whale with wrecked ships and buildings strewn around the platform. All this makes the original game look bland in comparison.

Also new to the monkey formula is the Story mode where your progression through the levels and worlds is split up by storytelling cut-scenes. A new character, Dr. Bad-Boon, has stolen all



Monkey baseball is great fun, unlike the real kind...



1-4 Players	2 Blocks
-------------	----------

Price:
£39.99

Release:
28 February

Publisher:
Infogrames





NINTENDO GAMECUBE



► the bananas, and AiAi and pals set out to get them back, chasing him through the various environments. There are also no lives or continues in Story mode, meaning that you won't die and have to start again, and with a running story, you'll be even more determined to beat all 150 levels.

The six mini-games in the original have returned with enhancements such as wacky lanes in Monkey Bowling, or five-ball formation flying in Monkey Target. On top of the original games, six new ones have been added. These include tennis, boat racing, baseball, soccer, dogfighting and shooting. While the soccer and shooting games don't really work all that well, the tennis and boating games are great fun and challenging, requiring lots of practice.

SMB2 is one of the most addictive games on GameCube and anyone who enjoyed the first edition will get a wealth of entertainment out of this. And with all the mini-games that you can play with friends, the fun is never ending. **Mike Jackson**



Monkey Target returns, but this time with formation monkeys - much more fun than the Red Devils...



□ It's gettin' hot in here. Anyone for spicy monkey?



□ The backgrounds are a massive improvement

NO MORE MR NICE MONKEY

The later floors on *Super Monkey Ball* were tough, but just wait until you see some of the beauties *SMB2* has in store. The new floors are far more complex, with fast-moving obstacles, warp doors, ramps and even catapults. This can make passing some floors a matter of luck rather than skill, but the more extreme ones can be great fun.



□ The pink parts are jump pads that toss you into the air. Land on that platform, monkey swine!



□ This one's more super-cool than super-tough. Roll into the pipe and watch as he rockets down

VERDICT

GOOD

- Improved graphics with huge, luscious-looking backgrounds and special effects.
- It's got monkeys in balls! What on Earth could possibly be cooler than that?

BAD

- Be prepared, some floors are frustrating and require more luck than skill.
- Apart from tennis, most of the new mini-games aren't as good as the old ones.

FUN

- *SMB2* is 100 per cent fury fun. We say, if it's got monkeys, it's the business!

VALUE

- A Story mode, over 150 new floors, 12 mini-games and plenty of monkeys.

LIFE

- The story line and multiplayer fun will keep you going for months.

Super Monkey Ball 2 brings back all the monkey magic of the original, plus enough new features to justify top spot on any monkey maniac's list of games.

9

RAYMAN 3 HOODLUM HAVOC

THE LIMBLESS HERO IS BACK AND LOOKING BETTER THAN EVER IN THIS MASSIVE GAMECUBE PLATFORMER.

LOG ON
IN BRIEF
A Dark Lum sets out to spoil the peace by changing all the friendly Red Lums into Hoodlums. Now there are swarms of the pesky things buzzing around making trouble and Rayman is the only one who can stop them. Colourful worlds and entertaining, varied gameplay make this an adventure not to be missed.



Price: £39.99

Release: 21 February

Publisher: Ubi Soft

He may have no arms or legs, but whenever there's trouble, Rayman is always there to save the day. Unfortunately for him, there is a huge swarm of Dark Lums buzzing around and up to no good, so it looks like Rayman has got another 3D-platforming adventure on his hands. Jeez, no rest for the limbless!

We have always liked *Rayman* quests for their wide variation in gameplay and *Rayman 3* doesn't fail to impress in the diversity department. From the very start of the game there's a variety of gameplay on offer, with a flying section that starts after a brief cut-scene showing the mischief that the Dark Lums are wreaking. This is a great start to a game that goes on to be even

more inventive as you begin to progress.

Rayman fans will recognise most of his basic moves: the **A** button will make him jump, and pressing it again whilst in mid-air will make him glide down slowly with his helicopter ability; the **B** button's basic function is to punch or shoot energy at enemies; and you can hold **R** to lock on to your target.

However, as you play through the game, you will discover power-up Cans that temporarily give Rayman new abilities, such as iron fists that can break down wooden doors or grappling hands that allow him to swing from hooks to higher platforms. Most of the game's puzzles stem from these time-limited power-ups.



All of the environments in *Rayman 3* are large and colourful, with sharp, vivid textures and





NINTENDO
GAMECUBE

THE MULTIPLAYER CONNECTION

Rayman 3: Hoodlum Havoc comes with the most impressive GBA connectivity features yet. You will be able to unlock a special final challenge on the GBA version of *Rayman 3* after completing the GameCube adventure. And ten all new levels can also be downloaded to the portable game.

But that's not all! Within the GameCube adventure there's a multiplayer game where one player can control Rayman on the GameCube zooming along a track, while another player uses their GBA with a *Rayman 3* cart to build the track ahead with *Tetris*-like blocks. Two teams can compete, too!



□ The GBA player better get cracking on that track or it's curtains for Rayman



□ It may look more like a shoe than a car, but if it ain't taxed they'll nick you

► plenty of detail. Everything moves with an ultra-silky smoothness and the character animations are full of personality, coupled with funny voice-overs that bring them all to life. Ubi Soft has purposefully gone for the comedic approach with the personalities in the game, most notably with Rayman's sidekick, Murphy, who'll coach you on the basic

controls in a sarcastic manner that won't fail to raise a chuckle. Other characters you meet along the way will have similarly wacky personalities, too.

With great ambient sounds and atmospheric background music pumped out in full Dolby Pro-Logic II surround, *Rayman 3* is an immersing game that looks and sounds just as good as it plays. **Mike Jackson** ■



□ Look at the size of those mushrooms. It may look idyllic, but Rayman is surely heading for trouble



□ This is the first boss you'll come across. Get too close to this guy and he'll flatten you. Literally



VERDICT

GOOD	■ All-new power-ups have refreshed Rayman for his move to GameCube.
+	■ Great sound and detailed worlds running at 60fps bring the game to life.
BAD	■ The camera positioning is sometimes awkward and needs manual guidance.
-	■ It'd be possible for an experienced player to finish this within ten hours.
FUN	The levels are well designed and progression is fast, with lots of variety.
VALUE	There are many hidden levels to unlock and it has great GBA link-up features too.
LIFE	Rayman veterans will finish it quickly, but they'll still want to unlock the secrets.

With great graphics, sound and cool characters, *Rayman 3* is a top GameCube title and if you've finished *Super Mario Sunshine*, you'll want to grab this.

9

PAC-MAN WORLD 2

16 Blocks
1 Player
Price: £39.99
Release: 14 March
Publisher: Namco
Verdict:
8

Way back in 1980 things were simpler. There were fewer people, less noise and only the omnipresent spectre of nuclear annihilation to worry about. Into this halcyon time *Pac-Man* was born in glorious 2D. That's right, kids, the third dimension had yet to be invented.

Pac-Man spawned many a sequel and spin-off, and finally lurched into full 3D in 1988's *Pac-Mania*. And now there's *Pac-Man World 2* to fulfil your Pac-Pill popping needs.

To be honest, we weren't expecting much, and maybe that's why we were pleasantly surprised. *Pac-Man World 2* is



□ Ah, memories. You can keep your lousy third dimension, this had it all...

a very solid, if not particularly original, platformer, but most importantly it's highly addictive fun and just on the right side of frustrating.

On your quest to rid Pac-Land of evil, you'll take in six worlds and over 20 levels in various climates and terrains. But best of all, you can unlock some of the old games by collecting tokens along the way. And there's loads of replay value because it's tough to get a 100% score the first time through. The only drawback is a slightly dodgy camera, but even that can't spoil the fun. **Kingsley Singleton** NDW



□ ... although *Pac-Man World 2* does make a decent fist of a 3D update



MEN IN BLACK II: ALIEN ESCAPE

3 Blocks
1 Player
Price: £39.99
Release: Out Now
Publisher: Infogrames
Verdict:
5

Jay and Kay, the best-dressed secret agents in the galaxy, have arrived on GameCube, all set to open a can of whup-ass on the scum of the universe.

Or perhaps they should reserve the butt-kicking for this game's developers who have, as usual, taken a fairly promising license and turned it into a bland shooter. All you do is run about sending wave after wave of aliens to their gooey graves, and after 20-plus levels of this dirge, you'll beg to join them. In addition to the no-brainer action are monotonous objectives and inaccurate controls.



□ It's not how big it is, it's what you do with it that counts

And we know that retro titles are all the rage, but making this look like a PSone port is just taking the mickey.

The only signs of the franchise's wacky humour are the grating one liners from Jay and Kay, neither of whom look or sound much like Messrs Smith and Jones.

In its defence – and there's not much to say – *Alien Escape* is a reasonably hectic blaster and there's no hint of any slowdown, probably because your GameCube hasn't even broken sweat. And what's with the long loading times – it's not as if there's anything to justify them. **Kingsley Singleton** NDW



□ Strafe, shoot... strafe, shoot... yawn. Anyone fancy a game of Snap?



NINTENDO GAMECUBE

LOG ON

<http://www.caspergame.com>

IN BRIEF

Take control of the world's friendliest ghost as you seek to free the four spirit dimensions from the evil Kibosh and foil his dastardly plans.

Excited yet, kids? We didn't think so...

CASPER: SPIRIT DIMENSIONS

WE'RE SORRY IF YOU'RE A *CASPER* FAN, BUT THE WORLD'S FRIENDLIEST GHOST IS ANYTHING BUT SPOOKTACULAR IN HIS GAMECUBE DEBUT.

Casper the Friendly Ghost finally arrives on GameCube in *Spirit Dimensions*. In this light-hearted romp, the evil Kibosh has taken control of the four spirit dimensions and it's up to Casper to free the spirits and foil his plans for universal domination.

Unfortunately, TDK has used the *Casper* licence poorly, as he neither looks nor sounds as he should, which will be a big disappointment to fans. But the game's visuals are great, with each spirit dimension featuring misty castles, burning fires, swinging chandeliers and lots more neat graphical touches. The music is atmospheric, with moody tunes, but it does loop and end up getting tedious.

Wendy will help you along your quest to thwart the evil Kibosh



The graphics are beautiful and really show off the GameCube's capabilities



The biggest letdown is the gameplay. Casper handles very poorly and by the time you've mastered controlling him you'll be bored, rather than scared stiff. The tedious puzzles and awkward controls are enough to put off any gamer. Most of Casper's quests involving an aimless search for objects to pass on to someone who will, in turn, give you a key — great fun. Hmmm...

In its defence, the game looks to be aimed at younger gamers, but the fiddly controls and tough learning curve will ruin the experience for youngsters. It's a real shame, but *Casper* is nothing more than an average-to-dull game with little to keep you returning and plenty to stop you playing. **David Westlake**

VERDICT

GOOD	<ul style="list-style-type: none"> The four dimensions look fab, with crisp visuals and nice background touches. The soundtrack has an atmosphere-inducing mix of gothic and classical music.
BAD	<ul style="list-style-type: none"> Controlling Casper is tough and by the time you've mastered it you'll be bored. It lacks variety and will have you pulling your hair out in sheer frustration.

Casper looks and sounds good, but the gameplay is poor and does little to warrant even a £30 price tag. So, unless you're a huge fan, steer well clear.

5



Does the next dimension hold lots more tedious puzzles? Oh yes!



1 Player

£29.99

Release:
Out NowPublisher:
TDK

RALLY CHAMPIONSHIP

With over 25 fully licensed cars and a chance to rattle through six different rally events across 33 stages, *Rally Championship* should go some way to satisfying desperate off-road petrolheads everywhere.

In Career mode you are given a small amount of money to buy a car and take part in local rallies. Winning these events will bring in the cash, allowing you to buy a championship car and compete in races worldwide.

Rally Championship is very realistic and consequently very tough. The cars handle precisely and there's a noticeable difference in power and handling between the privateer Skodas and the mighty Mitsubishi. Before each stage there's a chance to tune your car by altering things like suspension, ride height and tyres. It's a good addition, but frustrating as there's no explanation of what each adjustment does. **Dominic Wint**

Log On: <http://www.sci.co.uk>

6 Blocks

1-4 Players

Price: £29.99

Release: Out Now

Publisher: SCI

VERDICT

Rally Championship's emphasis is on simulation and you'll need a bit of patience to get the most out of it, but that shouldn't put race fans off. It's a bargain price, too.

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□ Surely there must be something in the rules against using a helicopter. It hasn't even got any wheels...

LOG ON
IN BRIEF

<http://www.acclaimuk.com>

Don't worry if you missed the first one, it was never released on GameCube, but thankfully this exciting sequel has made it across. The brief is simple: get to grips with these quad bikes in a bid to be the best. The addition of insane jumps and mad tricks make this a racing title of some quality.

DETAILS

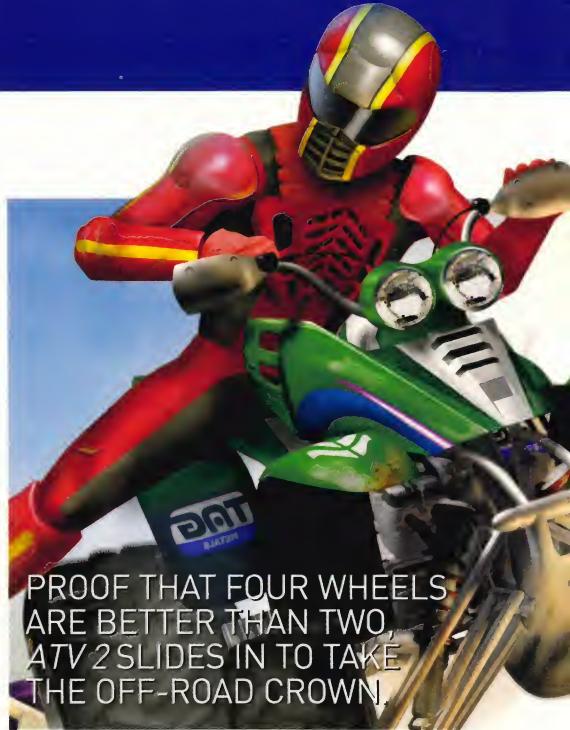


1-2 Players
27 Blocks

Price:
£39.99

Release:
21 February

Publisher:
Acclaim



PROOF THAT FOUR WHEELS ARE BETTER THAN TWO, *ATV 2* SLIDES IN TO TAKE THE OFF-ROAD CROWN.

ATV

If you're in the mood for an *SSX Tricky*-style off-roading game then *ATV 2* is just the ticket. It's simple to pick up and play and the learning curve is just right, giving you a chance to work out all of the moves and tricks you'll need to become a winner.

The Career mode challenges you to pick a quad and take to the track in an attempt to finish first whilst racking up a healthy amount of bonus points by performing tricks. The course designs are excellent with a good mix of fast straights, tight turns and huge jumps.

There's also a Freestyle mode where you are given a time limit to rack up as many points as possible in a ramp-filled arena that's just begging to be tricked on.

Add in some really solid multiplayer options and you've got yourself a racing title that deserves to be near the top of your list. **Dominic Wint**



□ Graphical detail is kept to a minimum in the two-player mode, but that just makes it faster. Get ready for some white-knuckle racing





NINTENDO GAMECUBE

2



□ No, you can't land like that! Be prepared to pull off some crazy, gravity-defying stunts

□ The Training mode lets you get to grips with all the basic controls and stunts, which is handy

There's a wide selection of male and female riders, each with their own stats

LEFT BICYCLE



□ The Freestyle mode is a bit of a disappointment. The arenas aren't large enough and the small number of tricks means that you'll get bored quickly



□ Multiplayer is great fun, but the game would have benefited from four-player support. It's not the same when you've only got one person's nose to rub in it...

This looks like every single episode of *You've Been Framed* we've ever seen. Watch out, he'll fall off in a minute. Hilarious



VERDICT

GOOD



- The course design is superb and throws up a great mix of turns and jumps.
- It's easy to pull off tricks and you'll always be trying to go one better.

BAD



- The Freestyle mode is a letdown – there's not enough variety in the tricks.
- You can get stuck in the scenery, meaning you'll have to start all over again.

ATV 2 is tremendous fun and it's quite a challenge, too. The graphics are good, the music is lively and the A.I. is very tough to beat. Definitely worth a go.

8

MICRO MACHINES

This GameCube incarnation of *Micro Machines* has all the right ingredients to make a fun racer, but being only half-baked it's not as tasty as once it was.

There are plenty of game modes to choose from including the 'get to the edge of the screen first' challenge and Championship mode, plus the usual array of strange little characters, each with a set of vehicles.

Micro Machines' main problem is that until you've learnt the courses, you feel like you're driving blind and when you do master them you'll complete Championship mode quickly. But the hectic multiplayer game is still here, including a version of bomb tag and this adds life to the game. **Dominic Wint**

Log On:
<http://www.uk.infogrames.com>

4 Blocks
1-4 Players



□ The Micro Machines have graduated from breakfast tables, bedrooms and bath tubs. They now hack around high-tech computer labs



□ Ouch! There's some pretty mean-looking machinery to watch out for

VERDICT

Price:
£39.99

Release:
Out Now

Publisher:
Infogrames

A classic franchise that's been taken too far. The sense of humour is still here, but the Championship mode offers no challenge and the tracks lack originality.

6

SHREK EXTRA LARGE



With the demise of *Hear'Say*, video game acting was all the work Danny could get, but beggars can't be choosers, eh?

Log On:
<http://www.tdk-mediative.com>

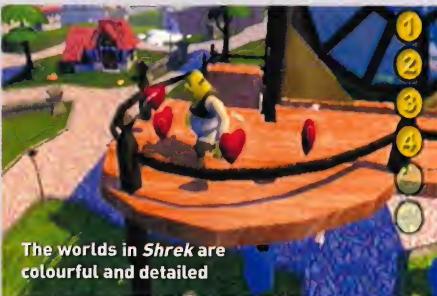


1 Block
1 Player

Shrek's beloved Princess Fiona has been kidnapped by a wizard called Merlin, who demands that Shrek recover the sorcerer's magical crystal ball from the evil Ice Queen if Fiona is to be returned to him. So, without hesitation, Shrek sets out in search of the cold-hearted Queen.

You'll have to explore large, colourful worlds, each mostly comprising of search-and-find scenarios, or guiding characters to a specified destination.

The worlds all boast high levels of detail, but gameplay suffers from an often jerky frame-rate. On top of that, the game fails to offer anything that's new or exciting, with uninspired mission objectives. You'll also struggle to get through the poorly designed platform areas and this will rapidly dissolve your interest. **Mike Jackson**



The worlds in *Shrek* are colourful and detailed

VERDICT

The worlds are colourful and detailed, but the game runs slowly, making an already frustrating experience as ugly as Shrek. Looks good, plays like a dog.

5

Price:
£39.99

Release:
Out Now

Publisher:
TDK

LOG ON
http://www.konami-europe.com
IN BRIEF

Yet another challenger to Tony Hawk's extreme sports crown steps up for a pop at the master, but as usual it's nowhere near tough enough.

DETAILS



DOLBY SURROUND
PRO LOGIC II

1-2 Players
27 Blocks

Price:
£39.99

Release:
21 February

Publisher:
Konami

EVOLUT SKATEB

This month, Konami take a shot at making a skateboarding game to knock the *Tony Hawk's* series off its throne, but contrary to the game's title, they fail to present anything that evolves the extreme sports genre.

Evolution Skateboarding features all the typical play elements of this kind of game; choose a skater and go out on a timed run, attempting to complete numerous unoriginal objectives. Reaching target stunt scores, activating switches and collecting items are what you can expect, but that's nothing that hasn't already been done in past *Tony Hawk's* titles.

Overall, it's not a bad game, with smooth, solid graphics and a basic but playable stunt system. However, apart from a board-editing feature, it fails to challenge, let alone improve upon the superior standards of *Tony Hawk's 4*. There just aren't enough new ideas. **Mike Jackson**



□ 'Look Ma, I'm flying'. She'll be even more impressed if you don't bite the pavement on the way down



□ Stay up there and you'll pick up points. Simple



NINTENDO GAMECUBE

ION OARDING

DESPITE THE PROMISING TITLE, THIS DOESN'T FEATURE BOARDS WITH GILLS OR A BIG BEARDED FELLA GRINDING RAILS...



Boardsliding is one of the many tricks you can pull in the game



The Board Editor is a really good, original feature. Unfortunately it's the only one in the game



VERDICT

GOOD



- The graphics are decent enough, with large arenas to skate around.
- The Board-Editor feature is a great new idea and fun to use.
- The trick system is too simple, making it inferior to that in *Tony Hawk's 4*.
- The mission objectives are uninspired and dull – you'll get bored quickly.

A half-decent title that'll appeal to anyone who finds *Tony Hawk's* too tough. But you won't find much in the way of gameplay that hasn't been done better.



BAD



MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE



The graphics are okay, but this game will send you to sleep



The girls couldn't contain themselves after seeing *NOM!*'s resident boy-racer Mike J out on the road

Mary-Kate and Ashley have arrived on GameCube in this *Mario Party*-style, multiplayer-focused interactive board game.

The idea of *Sweet 16* is simple. Hit the dice square to drive your car along the board and the marker you land on will activate different outcomes, like losing a turn or triggering a mini-game.

The mini-games include a variety of challenges from racing around a simple circuit to blowing out candles on a cake or answering questions in a quiz show. Some of the games can be fun, particularly the racing ones, but most are slow-paced and tend to be rather dull, making this a pale imitation of a *Mario Party* game. **Mike Jackson**

VERDICT

This is basically a *Mario Party* clone that fails to capture the thrills and excitement of Nintendo's mad-cap multiplayer marvel. Even fans should think twice.



<http://www.raymanzone.com>

With adventures due for release on both the GBA and GameCube, 2003 could be Rayman's year. This portable incarnation sees our armless buddy exploring a series of lush worlds as he tries to track down his pal, Globox. Ray also gets to try his floating hand at a selection of mini-games, and you can even link-up with your mates for some multiplayer thrills.



Rayman gets set to bust the cage open, but does he know that's Jeffrey Archer in there?

RAYMAN 3 HOODLUM HAVOC

ANOTHER YEAR, ANOTHER RAYMAN GAME. BUT WILL RAY'S LATEST ADVENTURE BE ABLE TO CHALLENGE THE MAJESTY OF MARIO ON GBA?



Data saves to battery back-up

DETAILS



Price:
£29.99

Release:
21 February

Publisher:
Ubi Soft

Poor old Rayman. Despite plugging away for years, the armless French hero still hasn't managed to topple Mario and Sonic from the top of the platforming tree. But with new adventures appearing on both the GameCube and GBA, this could be Ray's opportunity to shine.

In this new portable quest, Rayman's on a mission to save his mate Globox who's unwittingly swallowed a Dark Lum. However, a gang of vicious Hoodlums also want to harness the digested Dark Lum's power for their own evil ends, so Ray has to quickly find his frog-faced chum before the villains slice him open.

Fans of *Rayman Advance* will feel instantly at home with this latest incarnation, which finds our legless hero exploring lush, beautifully drawn worlds, collecting a stream of goodies and defeating Hoodlums with his dazzling special attacks.

By far the best thing about *Hoodlum*

Havoc are the interactive worlds. Unlike the last game, Ray can interact with almost everything he comes across, whether it be climbing vines to reach high platforms, swinging from overhead branches to cross deep chasms or punching huge barrels into the water to use as makeshift rafts. This time the lush levels feel less like pretty backdrops and more like living, breathing worlds that Rayman must master to save his hapless chum.

Rayman 3 is also compelling because of the huge number of items you can collect along the way. All manner of power-ups and skill-enhancing goodies are scattered across the worlds, giving the game great pace as there's always something to grab or an elusive item that you just can't seem to reach.

The presentation of the game is also faultless, with massive, beautifully animated sprites, detailed backdrops, amusingly odd enemies and a dramatic soundtrack that puts most



□ 'That's what they all say, Globox, but just one look at you tells me you're the guilty party'



□ Stop, stop! It's hurting my eyes! *Rayman 3* certainly conjures up some vivid landscapes for you to battle through. Shades are not included



GAME BOY ADVANCE

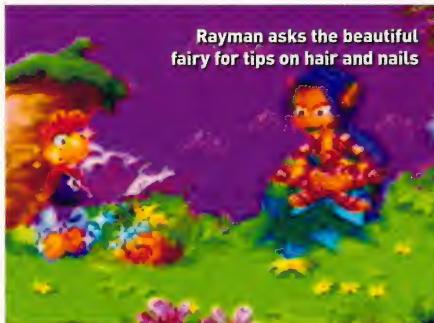
SURFIN' GBA



□ This mini-game is great fun and really pushes the GBA to its limits

Rayman 3 isn't all about platform hopping. At various points during his quest, Rayman is thrown into some perilous mini-games. Our favourite is the water skiing game, where Rayman is dragged by a snake through a fast-moving 3D world. Here he has to collect items that float on the surface of the water, steer around obstacles and jump over patches of dry land.

The mini-games help to break-up the action and are worth returning to once you've cracked the game.



Rayman asks the beautiful fairy for tips on hair and nails



This barrel can be used as a raft – just like in *The Hobbit*

► other GBA titles to shame. It even features a selection of mini-games that can be played from single or multiple *Hoodlum Havoc* cartridges, adding longevity to the consuming, colourful experience.

However, even though *Hoodlum Havoc* is one of the GBA's best-looking adventures, it loses out in the fun stakes. The platform-hopping action has barely changed since Rayman's PSOne debut, and you can't help feeling as if you've done it all before in a dozen other games starring a dozen other wacky heroes.

Rayman 3 is better than most platformers that have been trotted out on GBA recently, but, crucially, it lacks the insane fun of *Sonic Advance* and the irresistible charm of *Yoshi's Island*. Close this time, Rayman, but still no cigar. **David McComb** NOM

“EVEN THOUGH RAYMAN 3 IS ONE OF THE GBA'S BEST-LOOKING ADVENTURES, IT LOSES OUT IN THE FUN STAKES.”



This guy looks a bit serious for a Rayman game. Perhaps he's lost...

□ In this latest instalment, Rayman can interact with the scenery, climbing on vines to reach remote platforms and hard-to-reach items

VERDICT

GOOD	■ Incredible graphics and animation make this one of the GBA's best-looking games.
+	■ The mini-games spice up the action and force players to use different gaming skills.
BAD	■ It doesn't feel any different to most other platformers on Game Boy Advance.
-	■ Sometimes the action moves too slowly and it can get frustrating.
FUN	If you've played the classic <i>Mario</i> games you may feel short-changed by this.
VALUE	GBA multiplayer fans will have a great time with <i>Rayman 3</i> .
LIFE	The mini-games and multiplayer add replay value over the main game.

Although *Rayman 3* is bloody good, it lacks innovation. Younger gamers will love it, but seasoned pros won't be moved by Rayman's familiar gameplay.





LOG ON
<http://www.konami-europe.com>

IN BRIEF
A gigantic army of aliens, known as the Red Falcons, have attacked Earth and are trying to wipe out the human race (what! Again?). Set out to kill the waves of aliens and destroy their base in this intense side-scrolling shooter.



'Huff! No, I said you *couldn't* bring your granny along...'

CONTRA ADVANCE: THE ALIEN WARS EX

KNOWN AS *SUPER PROBOTECTOR* ON SUPER NES, THE CLASSIC IS BACK AND TOUGHER THAN EVER. TWO WORDS YOU'LL SEE A LOT — GAME OVER.



Price:
£29.99

Release:
Out Now

Publisher:
Konami

If you're one of those people that long for games that challenge your skills to the absolute max, and beyond, then this is what you need. This port of the top-class Super NES shoot-'em-up — originally known as *Super Probotector: Alien Rebels* in the UK — is one of the toughest, no-messing shooters we have ever played. Wimpy gamers with sluggish reactions need not apply.

Contra Advance places you in the boots of a rock-hard, gun-toting commando, on a mission to save Earth from an attacking alien race, hellbent on taking over the world.

In every level, you'll be under constant attack from huge swarms of aliens that'll come at you from all directions; on foot, riding speed

bikes, in tanks, airships and more. If you're not fighting off flesh-eating beasts, you'll be dodging fire from machine guns, plasma cannons, rocket-launching tanks and electric blasts from circling alien warships. Quite simply, if you put one foot wrong you're mincemeat. No soft health bars or body armour, just pure hardcore one-hit deaths. The Game Over screen is something you'll be seeing a lot of.

Players of the Super NES original will remember six challenging levels starting out in the city streets and ending up deep inside an alien lair with two of the stages being viewed from a top-down perspective.

These two stages have been removed from the GBA version, and replaced by all-new, side-scrolling,

even more super-hectic levels, one on a speeding train, and the other in what looks like an alien laboratory. We miss the old levels, but it's great to see some new alien-infested areas to mash your way through.

Other changes from the original include the removal of bombs, which



□ Not dead yet? You soon will be... *Contra Advance* is one tough nut to crack



GAME BOY ADVANCE

TAKE ME TO YOUR LEADER



Contra Advance features some whopping bosses and they all like to eat hot plasma...

A super-fast paced, all-action shooter like *Contra Advance* wouldn't be complete without some bad-ass bosses to battle — but don't worry, this game has plenty. You'll have to tackle giant cyborgs, an armoured dragon and even a vicious fire-breathing, plasma-shooting, mine-throwing, metal skeleton from hell! When you come to confront one of these beasts, your chances of survival are slim at best. You'll need to go in all guns blazing, leaping around frantically like a psychotic chimp if you're going to stand a chance of winning.



Missing the target can cost you in a game this tough...



I'm behind you! Let's just hope he doesn't reverse



It's no good standing there admiring the view, turn around and give that baby both barrels

"REAL GAMERS WILL WANT TO BATTLE IT OUT UNTIL THEY'VE GIVEN THE ALIEN LEADER A GOOD, HARD SLAP."

could be used to wipe out all on-screen enemies, and you can no longer carry two different guns. While we don't think these changes have improved the gameplay, they haven't spoilt it either, just made it a whole lot harder to survive.

The highly detailed and sinister graphics remain the same, with great looking backgrounds and smooth animations, topped off by some really cool explosions. And the original music and sound effects return, which will bring back memories for fans of the original.

Whether or not you enjoy *Contra Advance* will depend heavily on your tolerance for its extremely high difficulty level. The controls are very precise, so if you die it's your fault, not the game's. There is a Novice mode, but that's for softies. Real gamers will want to battle it out with the Normal mode until they've given the alien leader a good hard slap. **Mike Jackson**



Those are some damn funky moves you've got there

VERDICT

GOOD	Non-stop action keeps you on your toes from start to finish, if you can get that far.
+	Two awesome new levels for this GBA remake adds life to the old version.
BAD	There are only six levels and why were the original top-down stages removed?
-	The removal of bombs and twin guns means there's less strategy involved.
FUN	It's satisfying to blast huge waves of aliens to smoke with the Spread Gun.
VALUE	It only has six levels, but you can link with a friend for a co-operative game.
LIFE	Even though the game is short, you'll be trying to beat it for weeks.

Contra Advance may be short, but it still provides quality shooting action that'll please fans and anyone after a challenge. But be warned, this is one tough shooter.

8

LOG ON
http://www.konami-europe.com

IN BRIEF
All the action from the GameCube version shrunk to fit on GBA. With a good mix of game modes and a wide selection of teams, *ISS Advance* could have been a contender, but the game suffers from some sloppy A.I. and poor controls.



□ The keepers seem as inept as ever – a simple mishandling mistake and the Brazilian is bearing down on goal



□ There's an excellent selection of teams to choose from, including the mighty Saudi Arabians. Hmm...
mm...

ISS ADVANCE

Our GameCube football title of choice was *ISS2* until *FIFA 2003* came along and stole its Golden Boot. Now a miniaturised version has appeared to try and win our hearts back to the *ISS* stable.

Everything here will remind you of the GameCube title, even the menu music is the same, and there's commentary from Jon Champion, although squeaky Mark Lawrenson is left on the bench.

Sadly though, many of its big brother's flaws have translated across to this game. The players are slow to react and even slower to turn. The shooting can be wildly inaccurate and the goalkeepers are sloppy and accident-prone, and to make matters worse, the game is hampered by the small screen, which makes it difficult to see where your team-mates are positioned.

Despite these annoyances it's not an unplayable game of football. The game modes are impressive and the International Cup will keep you going for a while. Scoring is tough, but not impossible and with a bit of practice you can learn to thread the ball around the park like Robert Pires. But at the end of the day, *ISS Advance*'s inconsistency makes it more Man. City than Man. Utd. **Dominic Wint** now

A SECOND OUTING FOR THE *ISS* TEAM, COMPLETE WITH IMPROVEMENTS AND FLAWS FROM THE GAMECUBE TITLE.



□ If you get bored with the main game then you can amuse yourself with a penalty shoot-out



Data saves to battery back-up



Price:
£29.99

Release:
Out Now

Publisher:
Konami



□ Those dirty Argies are at it again, this time scything down one of their North American opponents. They just can't leave it alone, can they?

VERDICT

GOOD	<ul style="list-style-type: none"> It's a smaller version of the GameCube original, even including Jon Champion. After a bit of practice, <i>ISS Advance</i> really starts to flow like a proper game.
BAD	<ul style="list-style-type: none"> Many of the original's problems are still here with sloppy keepers and poor turns. The GBA's screen is just too small to be able to get a good view of the action.

ISS Advance is certainly not a relegation candidate, but the decision to cling on to the series' many flaws means that it can't compete for the title just yet.

6



GAME BOY ADVANCE



VIRTUA TENNIS

MANY CONSIDER SEGA'S ARCADE CLASSIC *VIRTUA TENNIS* TO BE THE BEST GAME OF SERVE AND VOLLEY EVER CREATED, BUT WILL IT BE AN ACE ON THE GBA?

A classic Sega franchise comes to the GBA this month in the form of *Virtua Tennis*, but sadly the on-court action isn't as good as some of the other tennis titles already out there.

That said, *Virtua Tennis* has an ace up its sleeve in the form of the World Tour mode. Here players get to create their own

tennis stars and train them to become world champions. To do this you'll need to take part in a wide variety of fun and challenging mini-games to boost your skills. You can lose yourself for hours in these tests. It's just a shame that the actual tennis isn't as fluid as the competition, because it stops *Virtua Tennis* from being a real contender. **Dominic Wint** MOH

Price: £29.99

Release: 28 Feb

Publisher: Infogrames

Verdict:



The on-court action is good, but not great – it just doesn't flow as well as it could. We were expecting more from *Virtua Tennis*



Building a better burger is just one of the tasks laid out before you. This test will improve your serving skills, apparently



DAREDEVIL

THE MAN WITHOUT FEAR ARRIVES ON GBA, BUT YOU'D HAVE TO BE BLIND TO THINK THIS WAS SUPER.

This is yet another example of how to take an exciting, well-respected licence and turn it into a pile of tripe by adding an incredibly dull mix of run-and-fight antics. Unfortunately, the likes of *Daredevil* have been seen a hundred times before.

You play as Daredevil attempting to defeat Kingpin to clear his name. Along the way you must face and

Price: £29.99

Release: Out Now

Publisher: THQ

Verdict:



Some of the toughs just don't play fair. He may be a superhero, but surely his body's not impervious to bullets



Daredevil's graphics hark back to the good old days of 8-bit consoles. *Double Dragon* anyone?

defeat various criminals who are armed to the teeth with ninja stars, baseball bats and heavy chains. To help, you have a selection of moves: a punch combo, a sweep kick and a baton attack. The sprites are small, making it hard to see the action and the collision detection is very random. Let's hope the film's a lot better. **Dominic Wint** MOH



Running across car bonnets is all in a day's work for the double-D. What a hero

DR MUTO



□ It's one of those games where you have to collect things, in this case, clusters of atom-type stuff. It's almost too exciting



□ A platform standard: watch out for the big stampy thing



□ Dr Muto must travel strange lands to save his homeworld



Din the near future, in a cartoon-addled parallel universe, a mad scientist by the name of Dr Muto has destroyed his homeworld. But hey, don't panic, he's confident that by travelling to four worlds and collecting scientific items he can repair his planet. Phew!

And so begins a journey marked by Muto's strange-but-handy ability to splice his DNA with other animals to create hybrid Mutos. First you can only morph into a mouse, but you'll soon be able to change into a gorilla, monkey and spider, each of which possesses an attribute vital to the success of Muto's mission.

And it's lucky he can do this as without his mighty morphing this would be a predictably dull platformer. As it is, it's a mildly entertaining romp that has a control system just about sharp enough to keep up with the action. But beware, much door-opening puzzlement and repetitive battling will await you, should you pick this. **Rich Marsh**

VERDICT

Once again good ideas are marred by poor execution. *Dr Muto* is almost a dictionary definition of average – which just isn't good enough for £30.

6

Price:
£29.99

Release:
7 March

Publisher:
Midway



<http://www.infogrames.co.uk>

The well-respected *Shining* series of RPGs gets a Game Boy Advance outing. Nothing radical, but as you'd expect from Sega, it's extremely competent and offers a long-term challenge.



□ There are plenty of blob-things to fight along the way

SHINING SOUL

CLASSIC SEGA RPG SHRUNK TO FIT ON GAME BOY ADVANCE. THE RESULT? SOLID RPG ACTION.

With previous forays on the Mega Drive and Saturn, *Shining Soul* has a strong heritage, delivering RPG goodness each time. They may not have set the world on fire in the same way as *The Legend of Zelda* or the *Final Fantasy* series, but they were considered strong titles at the time.

Cut to the here and now and we have a brand-new *Shining* game for Game Boy Advance, and we have to say it's rather decent. It's your usual RPG-style story surrounding the defeat of the Dark Dragons and their followers. Each player



Price:
£29.99

Release:
Out Now

Publisher:
Infogrames



□ Press the shoulder buttons to change your attack



GAME BOY ADVANCE



Nice visuals, but we don't think the makers of *Golden Sun* are too worried



Kernels of age-old wisdom are woven into the very fabric of this game. Thank God

can choose one of four character classes, each with a particular skill and the action is served up on the fly with real-time battles.

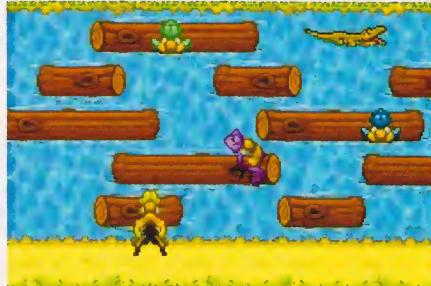
There are hundreds of items, spells and weapons to find and with the shoulder buttons used to store weapons and items, it's very easy to neck a healing potion while switching weapons. The big selling point is the four-player Co-operative mode, which disappointingly needs four game carts to work. Still, this is a very competent RPG, especially if you can find it cheap. **Rich Marsh**

FROGGER'S ADVENTURE 2: THE LOST WAND

Does the world need another *Frogger* game? Does the world need another not bad, but not particularly great GBA title? Probably not, but here's another one anyway.

It doesn't stray very far from the formula laid out all those years ago, or from the *Frogger* game released only last September. What you get for your cash is a quest to find five shards of a magic wand before life in Froggerville ceases to make sense. This breaks down into five worlds made up of two levels a piece and five boss battles. Frogger advances through these worlds avoiding enemies and bottomless pits and trying to manoeuvre through what amounts to a series of mazes. Sounds easy, and it is at first, but the action gets progressively more hectic, rousing the game to an adequate challenge, albeit a remarkably ordinary one.

Things are livened up by a bunch of single and multi-pak multiplayer modes, but even this isn't enough to stifle the yawns. **Rich Marsh** IGN



Ye gads, are we still crossing a river strewn with logs? Why not a bowl of soup with croutons



Can he make the jump? Only time will tell

VERDICT

Some game characters and gameplay styles have long-term lastability. Unfortunately *Frogger* is too much of a one-trick pony to be in that category.



Price: £29.99

Release: Out Now

Publisher: Acclaim

Verdict:

5

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE

The title screen for the latest release starring the impossibly perfect Olsen twins screams 'Real Games for Real Girls'. But while some girls might consider a real game to be *Metroid Prime*, the makers of *Sweet 16* think that all real girl gamers are interested in is running errands and getting their nails done. Hmmm.

Clearly the game is aimed at those who adore the Olsen twins and their numerous TV shows and clothing lines, and the gameplay is all very sedate and sanitised. It's hard to see anyone aged over ten being at all interested in this.

In Adventure mode you celebrate the girls getting their driving licences and drive the family car carefully around their apple-pie neighbourhood doing good deeds. The layout of the road is clear and well designed, but very repetitive. Drive recklessly and you'll be pulled over by the cops — three tickets and it's Game Over. The Arcade mode is more diverse, including Earth Day where you get to pick up rubbish and there's also the chance to burn around in an ATV.

The problem is it's so easy that experienced gamers will soon be bored. However, if this gets younger fans and girls into the world of gaming it can only be applauded. **Maura Sutton**



Price: £29.99

Release: 22 Feb

Publisher: THQ

Verdict:

7

THE WILD THORNBERRYS: CHIMP CHASE



□ Don't try this at home kids, there's a lot more mucus

□ Cheer up, chimp boy, there's a 50-50 chance you'll make it



Thought The Osbournes were the craziest family on TV? Wrong! You've clearly not seen *The Wild Thornberrys*, featuring adventurers Nigel and Marianne Thornberry and their kids Eliza, Debbie and Donnie. In *Chimp Chase* the travellers battle evil animal traders in exotic locations from South America to the Arctic.

The action kicks off with Eliza's pet chimp, Darwin, swinging his way through the rain forest in search of food. Shockingly, Darwin is captured by animal traders Kip and Biederman and it's up to you to rescue him, controlling different Thornberrys as they travel the globe in search of their pet.



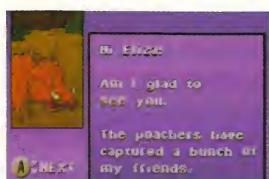
□ Busted! What's wrong with driving at 100mph on the wrong side of the road? That's what teenage drivers do!



□ Don't forget to pick out some cool records!

The gameplay consists of all the usual platforming antics, such as jumping gaps and climbing trees. It's all good simple fun, but extremely frustrating. Early levels are very tough, riddled with blind jumps and half-hidden enemies and it's a pain continually re-entering your password when you die. Fortunately the difficulty level evens out further into the game.

The bright graphics and intro screens capture the spirit of the cartoon, and the weather effects are very impressive for a handheld. It's no classic, but if you like rock-hard, side-scrolling platform adventures with a wacky twist then this is the game for you. **Maura Sutton**



□ Don't be such a boar. Ah-ha we crack us up... They'll be serving your mates up with sauce Béarnaise by now, chum

WATCH THE SOUND OF MUSIC

KISS



KERRANG!



Q



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ON SKY DIGITAL, TELEWEST BROADBAND & NTL:HOME

Hamtaro must be a rich little bleeder by now. Already a popular fella on Fox Kids and a huge seller in the US and Japan, the wee hamster and his Ham-Hams chums are heading for Blighty's Game Boys. So, if double French does your head in there's a much more fun language to learn and even though it's clearly aimed at young kids, *Hamtaro* is here to steal your heart.



2 Players / 2 Cards
Infra-Red Yes

Price:
£24.99

Release:
Out Now

Publisher:
Nintendo

HAMTARO HAM-HAMS UNITE!



IT'S ONE FOR THE YOUNG, BUT THIS CUTE AND CUDDLY ADVENTURE IS ONE OF THE MOST CHARMING GAMES EVER TO GRACE A GAME BOY.

They may not have hit the mainstream yet in the UK, but the Ham-Hams have already gone quietly about their business of global domination and just like *Pokémon*, they've already made a bob or two. Over two billion dollars to be exact, fact fans.

So to kick-start *Hamtaro* fever in the UK, Nintendo has kicked off 2003 with the first of two kid-friendly adventures that will play on either GBC or GBA. Yes, it looks cute to the point of chucking up all over your sister and, yes, it's incredibly simple, but don't let that put you off because *Ham-Hams Unite!* is as charming a GBA game as you could wish to play.

Central to the whole game is the Ham-Hams' amusing lingo. It's guaranteed that outsiders will think

you're a freak if you go around saying Hamha and Bye-Q, but that's the whole point of the fun. All 85 words will have to be used at some point, complete with their own adorable animations, and finding the one word you need to trigger an event prolongs the time you'll spend scouring the game's areas.

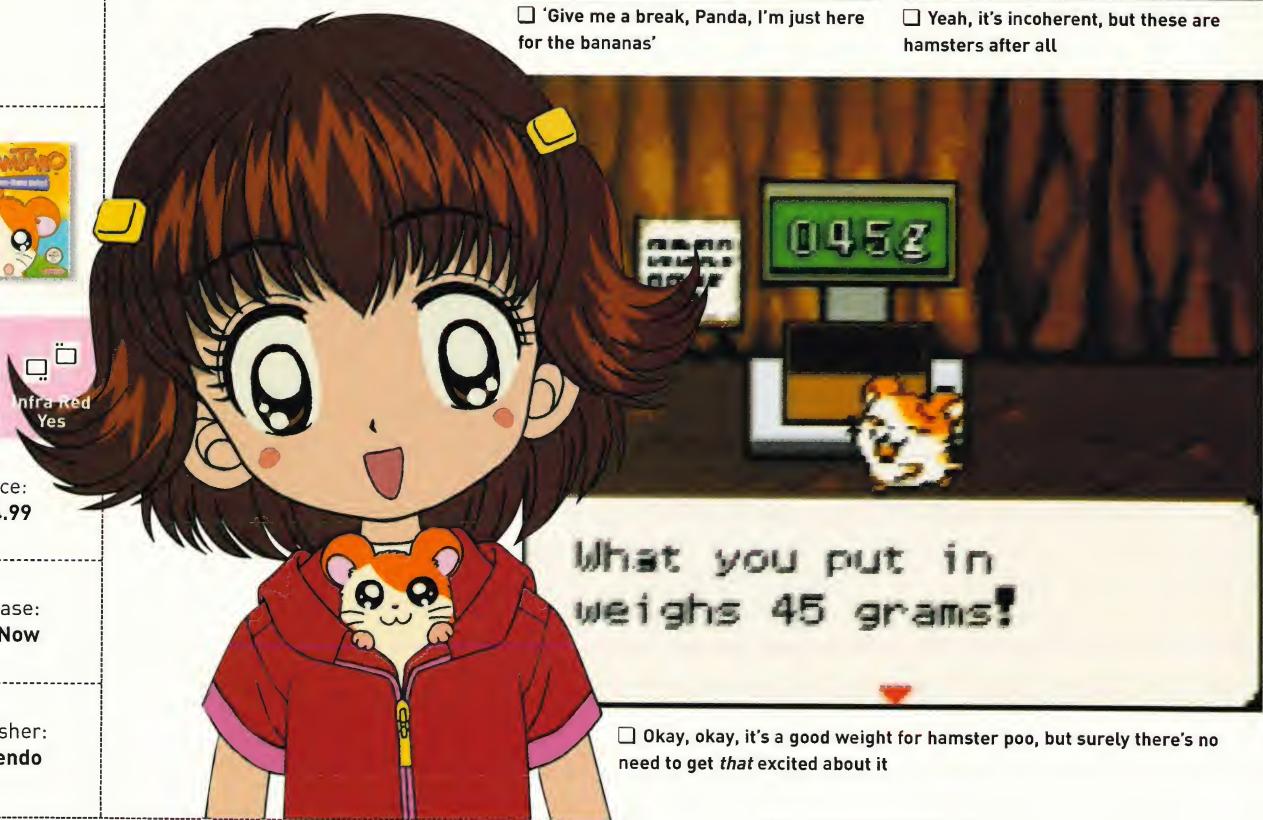
It's safe to say that *Hamtaro* isn't a title that pushes the graphical boundaries of portable gaming. Okay, so it's primarily a GBC game and the liberal use of primary colours makes it look even more basic than *Pokémon* with straightforward routes to follow and limited secret areas.



'Give me a break, Panda, I'm just here for the bananas'



Yeah, it's incoherent, but these are hamsters after all



Okay, okay, it's a good weight for hamster poo, but surely there's no need to get that excited about it



GAME BOY COLOR

AND IT DOESN'T END THERE...

It may well be the Ham-Hams' first foray on a Nintendo console, but later on this year there will be even more cute hamster adventures on your Game Boy Advance.

Nintendo made this announcement last month at the launch of the GBA SP (more of which you can read about back on p.6) and went further by stating that the second *Hamtarō* game will launch in June.

Very little is known about the game at the moment except to say that it will be called *Hamtarō: Ham-Ham Heartbreak* and you can bet your last penny that it'll include tons more cuteness, so get those buckets at the ready!



□ Can hamsters jump? We don't know, but they'll have to get through those two shady characters first...

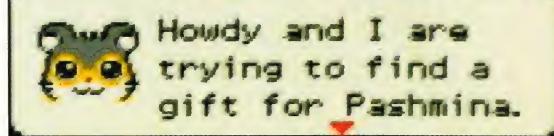
► With only 13 Ham-Hams to find, the more accomplished among you will only take a few days to complete this compared to the months it took to build up an all-conquering *Pokémon* squad.

But above all this, it's fun. Creating your own Ham-Jam dances and swapping them with friends is a simple affair, while buying new costumes for Hamtarō will raise a smile, especially as you see them when you switch on the game.

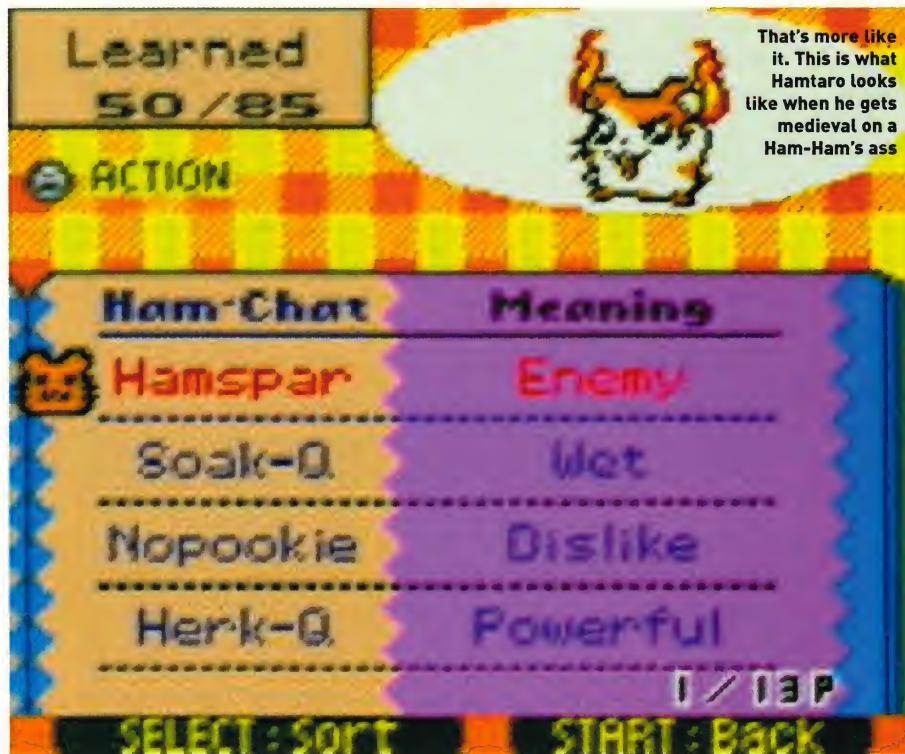


Hamtarō may not be arriving with the same fanfare as *Pokémon* and it may not have the same deep strategy that makes Pikachu and his chums so popular.

But if you've got a rugrat who just wants to try a very easy going adventure or you just want to give this enchanting game a go, *Hamtarō* is well worth a punt. And just think, there's more to come later in the year. **Tim Street**



□ None of us can, dear – just stay off the acorn punch in future



VERDICT

GOOD	<ul style="list-style-type: none"> ■ Learning a completely new language is great – a really original experience. ■ Irksome sibling won't let you play <i>Eternal Darkness</i> in peace? Give 'em this!
BAD	<ul style="list-style-type: none"> ■ Games aimed at youngsters have limited appeal – there's no mindless killing here. ■ There's not as much depth as in other Game Boy adventures like <i>Pokémon</i>.
FUN	Chatting to other hamsters in their own tongue is fun, until you know all the words.
VALUE	The one-player quest isn't rocket science but Ham-Jams are fun for a while.
LIFE	With only 13 Ham-Hams to find, it won't take you long if you're good at games.

We love it and at last you can too. It's perfect for kids, but only older players who like cute games need apply – life with Ham-Hams is charming but limited.

8

Nintendo Gadgets

This month, a Flight Stick, GameCube Starter Pack, GBA Power Station, 16Mb memory card and a carry case undergo exhaustive testing.

■ Power Station ■ Gamester ■ £14.99 ■ 01992 503 137

Verdict: This is a neat little GBA power pack and recharging unit. Insert the rechargeable battery pack in your GBA to play, then when they're low on energy, stand your GBA in the Power Station to replenish them. You can also handily store four games on the back. **9/10**

■ N-Case: XL ■ Gamester ■ £8.99 ■ 01992 503 137

Verdict: Carrying your GBA in your pocket can result in some nasty damage to your screen. Zip your GBA up in this however and it'll be as safe as houses. It's also one of the cooler looking cases in the shops, as most of the others are brightly coloured like pre-school lunch boxes. **9/10**

■ Starter Pack for GameCube ■ Logic 3 ■ £19.99 ■ 020 8902 2211

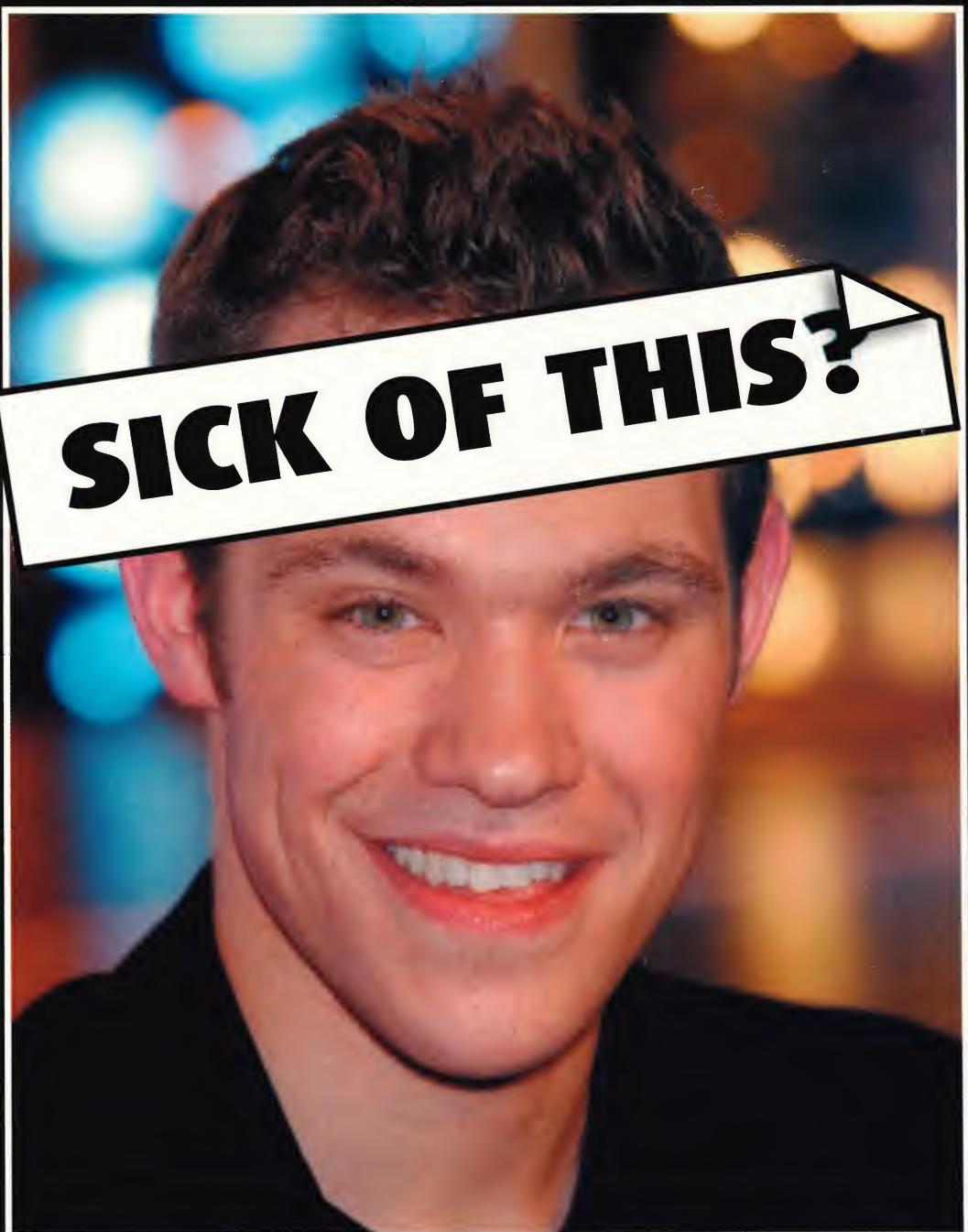
Verdict: This pack is ideal for anyone who has just bought a GameCube and needs some of the basic kit. This pack includes a decent control pad, a 4Mb memory card, a controller extension cable and a game holder. **8/10**

■ Logic 3 Flight Stick ■ Logic 3 ■ £19.99 ■ 020 8902 2211

Verdict: Plug this into your GameCube when playing *Rogue Squadron II* and it'll work great. Unfortunately, there aren't any other good flying games to use this with at the moment. You may want to wait until more are released in the future before grabbing a Flight Stick. **7/10**

■ 16Mb Joytech GC memory card ■ Joytech ■ £14.99 ■ 01753 436 707

Verdict: This memory card can store up to 251 blocks of saved data using un-compressed Flash Memory. 'Who cares?', we hear you say. Well, it's not uncommon for memory cards with compressed memory to become corrupt and lose data. Geddit now? It's a fiver less than the official card, too. **9/10**



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TXTS 2 UZ

I CAN'T BELIEVE HOW MANY GOOD GAMES ARE COMING TO GAMECUBE. GTA IS GOOD BUT GC HAS ZELDA, METROID AND PSO IN THE PIPELINE.

ANIMAL CROSSING LOOKS AMAZING. NINTENDO, YOU BETTER RELEASE IT OVER HERE!

I LIKE CHEESE.

I RECKON YOUR MAG'S THE BEST, BUT I THINK YOU SHOULD DO MORE POSTERS. AND DON'T YOU THINK ALL ZELDA GAMES ARE JUST THE BEST?

YIPPEE, A FELLOW FEMALE COMPANION IN THE WORLD OF GAMES. SAM IN SURREY YOU ARE NOT ALONE. GIVE ME MARIO OVER MAKE-UP ANY DAY.

Perfect timing

Isn't it a great time to be a Nintendo fan? With the Big N's best characters soon to appear on GameCube, I've realised how long Nintendo characters last and how great it is to watch them evolve into stunning next-gen stars. While other companies try to invent trendy new characters that become old very quickly, Nintendo produces consistently good games starring classic characters. Keep 'em coming.

Gareth Martin, Milnethorpe

→ This year should definitely be the year of the mascots with Samus, Link, Mario and Wario all making an appearance on GameCube. Not sure if Doshin will be remembered in years to come, though.

Too much time

I'm not being perverted or anything, but has anyone noticed that the C-Stick looks like a big nipple?

Jamie Inglis, Uxbridge

→ It also feels just like a... wait, no! We have no idea what you're talking about. Next letter please!

Poor relation

I would like to say how underrated *Jedi Knight II: Jedi Outcast* is because people always seem to overlook it next to *Bounty Hunter* and *The Clone Wars*. The multiplayer is



Link conquers the world

Kev, via e-mail

→ Nothing else has been released on *Soul Calibur 2* until now. But the news is that Link will star in the GameCube version. Turn back to Planet Nintendo to find out more on this simply amazing news.

We've got a Splinter

I just wanted to know if *Splinter Cell* is coming to Ninty's little box of tricks. I'd be grateful if you'd tell me.

Mike Lamb, via e-mail

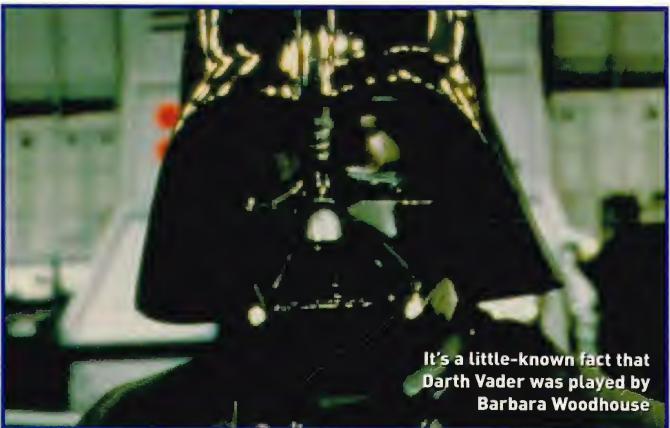
→ Sam Fisher will be sneaking onto both the GameCube and Game Boy Advance this Spring. Stay tuned to *NOM* for loads more info on *Splinter Cell*.

... Pants on fire

You have recently stated that Nintendo don't make demo discs. I cannot believe that you can expect to say this and get away with it when it is obviously not true! I've seen on many occasions in shops such as GAME and Comet, GameCubes where you can play demos. They have short parts of games and movies such as *Star Fox Adventures* and *Mario Party 4*. Why do you lie about this? Is it so that you don't have to give them away and so save money? If you don't print this then it just proves that I am right and you are just too greedy to give them away.

Christian O'Connell, via e-mail

→ We didn't say that they don't make demo discs, we only said that they weren't happy to give them away with magazines, and that includes ours. We know how important you all think a demo disc is and we're doing our best to convince Nintendo to give them to us. We can do no more at the moment.



It's a little-known fact that Darth Vader was played by Barbara Woodhouse

May the paws be with you

My friend's dog is a bit weird. Whenever we play *Star Wars Rogue Squadron II* he sits in front of the TV as we go down the Death Star trench. Then, when Darth Vader arrives, the dog starts barking and jumping up and down. Should I tell my friend to take him to the vet, or do all dogs hate Darth Vader?

Simon Bennet, Newcastle-Under-Lyme

→ It's because Darth Vader looks like a huge, black stick. And by the way, we know it's your dog you're talking about.

QUICKFIRE QUESTIONS

Will any more N64 games be released?

Jacob Spinney, Wirral
NOM: For the thousandth and very last time, no

Do you think a *Settlers* game will ever grace the GameCube?

Harry Kemsley, via e-mail
NOM: Yes

Will *Metroid Prime* link-up with *Metroid Fusion*?

Scott Pirie, Glasgow
NOM: Yes

When is *The Wind Waker* going to be released?

Dave Minting, Thurso
NOM: It's not long now, 3 May to be precise

I am the music man

Has anyone noticed the quality of certain songs in *Sonic Adventure 2 Battle*? It may be just me, but some of the songs in this masterpiece intrigue me far more than songs on *Top of the Pops*. Music from games has so far forced me to spend £50 on an ocarina, pester my parents for a harp and encouraged me to play a total of 17 instruments.

Dominic Friston,
Rickmansworth

We must admit that the *Sonic Adventure 2 Battle* music wasn't all that inspiring to us, it seemed to be a strange mix of old-fashioned rock and cheesy hip-hop, but each to his own, Dominic.

All in the mind

Me and my friends want to know how Shigsy comes up with his fantastic ideas. There's nothing better than to play Miyamoto's masterpieces together with friends. Games like SSBM just keep us interested for ages, seeing the classic Nintendo characters all in one game. I think it'd be great for NOM to show how Miyamoto designs and makes his games.

Michael Haines, Dunholme

Miyamoto-san is a genius, there's no other word for it. He consistently produces gaming works of art. We'd love to see how his ideas go from his imagination into production, but we suspect it's down to a top-secret machine that connects to his enormous brain.

Speak the same language

I understand why most Nintendo games reach Japan and the USA before Europe, but why does it take so long for certain titles to be released in the UK? Is it because the rest of Europe is slowing the UK's release schedule with the many translations into other languages? I think a separate UK Nintendo branch might give us a better chance of waiting less time to get games like *Animal Crossing*.

Andrew Kirk, via e-mail

There are more reasons as to why games take so long to reach Europe, but it does seem unfair that UK gamers could quite happily play US games and yet have to wait so long for a version that includes French, Spanish, German and Italian options. And those Yanks do have funny spellings.

Fight club

I am so glad to see that the *Mortal Kombat* series has got itself back on track after such a prolonged break. I have fond memories of the original, and bloodless, Super NES version and I can remember waiting for each subsequent instalment to arrive. *Deadly Alliance* seems to prove that games developers do listen to what gamers think and are prepared to make changes if it's obvious that something isn't working. Anyway, here's to another ten years of cracking *Kombat*.

Duncan Sanderson, Edgware

We were also glad to see that *Mortal Kombat* can still cut it, and with the potentially cracking *Soul Calibur 2* on the way it looks like GameCube could finally be getting quality fighters.

WHAT'S WRONG WITH NOM

System error

System of a Down did not record a song called *The Legend of Zelda*. The band that actually wrote and sang the song were Rabbit Joint. They sound the same as SOAD, but they're not. So please, for every reader out there, correct your mistake.

Gavin Roberts, Conwy

Sorry about that, Gavin. It does sound like SOAD and we did check it out, but we were wrong judging by the number of e-mails we got about Rabbit Joint.

That's magic

I am getting very excited about *The Wind Waker*. Your preview has left me filled with anticipation and wonder. The game looks absolutely magical and I need to play it as soon as possible.

Phil Dawson, Barnet

The *Wind Waker* has truly restored our faith in games. It's a wonderful title that everyone should play at least once in their life.

See them burn!

Don't get me wrong, *Pikmin* was a great game, but with *Pikmin 2* on the horizon and Shigsy's hint of a *Pikmin 3*, there should be a multiplayer mode added. I'd love the thought of breeding an army



of *Pikmin* to go and invade a friend's village, laughing as their Bulborbs cry for help. It would be a perfect gaming experience. Maybe an *Age of Empires* (*Pikmin*-style of course) basis might be good.

Joe Pearson, Worthing

This could take *Pikmin* a bit too far down the RTS route, but there needs to be some innovation over a series and Shigeru Miyamoto is certainly not one to shy away from that.



LETTER OF THE MONTH

Well, we did ask

You've thrown down the gauntlet to female gamers. Well I'm a 43-year-old mother of two girls who has been a game fanatic for years, particularly Nintendo. My husband gave me a GameCube for Christmas and I'm very fond of my GBA and N64, not to mention my PS2 and PC. I love RPGs, FPS adventures, platformers and building strategy games and am really looking forward to the new *Zelda* on GameCube. I tend to play single-player games as none of my friends share my obsession, but I always have a lot to talk about with their teenage sons.

Jane Winter, East Sussex

This letter is just the tip of the iceberg. We received tons of letters and e-mails from avid female gamers. Maybe we should organise a boys vs. girls gaming tournament and sort out the men from the... d'oh.



win all this cool stuff

We've got more piles of lovely free stuff to dispense this month. To be in with a chance to win, just phone **0905 053 110**, then add the number of the competition at the end. So if you're entering the *Rayman* competition, dial **0905 053 1101**. Answer the question, leave your name, address and daytime telephone number and we'll call you on 10 March if you win. Don't forget to ask permission from whoever pays the bill.

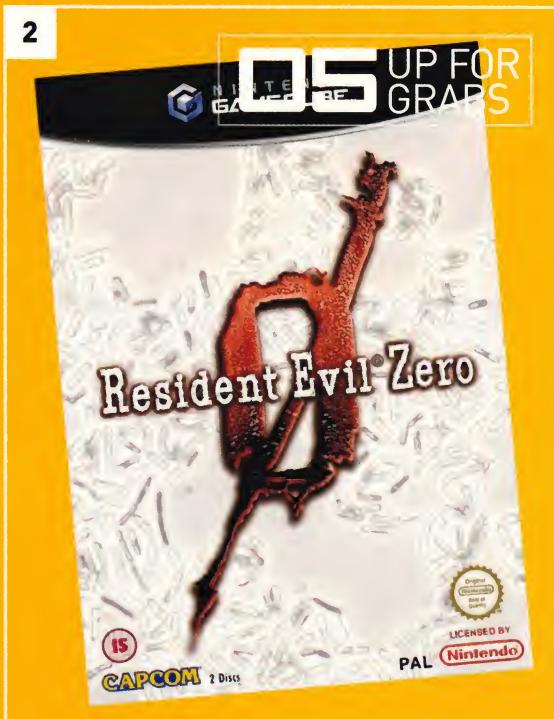


1. GameCube, *Rayman 3* and goody bags

Rayman's back with a vengeance in the all-new platform adventure *Rayman 3 Hoodlum Havoc*. We liked the game so much we scored it 9/10, meaning that *Rayman 3 Hoodlum Havoc* wins our coveted TNT Must Buy award.

Now it's your turn to get in on the havoc as we've teamed up with Ubi Soft to offer you the chance to win a GameCube, a copy of *Rayman 3* and a bulging bag full of *Rayman* goodies including T-shirts, caps and mouse mats. Four runners-up will each win a game and a goody bag. But this is a competition with a difference. Instead of the usual question, we've hidden Rayman in three places in this issue. If you can find the three pictures of Rayman, then you could be in with a chance of bagging the booty. Hunt out the little fella, jot down the three page numbers where he can be found and then get entering the compo.

2



2. Resident Evil Zero

Prepare to take another step closer to gaming insanity with the imminent release of *Resident Evil Zero*. This terrifying prequel gives you the chance to control Rebecca Chambers, a young S.T.A.R.S. medic and convicted killer Billy Coen to uncover the events that lead to the incident at the Raccoon City mansion. Thanks to Capcom, we've got five copies of *Zero* to give to you if you can answer this question:

Q. What is the name of the seedy company responsible for the zombie outbreak?

- a. Umbrella
- b. Sombrero
- c. Parasol

3. Joytech Official Williams F1 Team Racing Wheel

Joytech really know how to put peripheral together and they've done it again with the creation of the sublime Official WilliamsF1 Team Racing Wheel. The wheel offers unprecedented levels of control and customisation, it even looks exactly like the one that sits in Juan Pablo Montoya's motor. We've got three to give away, just answer this question:

Q. Which country is Juan Pablo Montoya from?

- a. Mexico
- b. Colombia
- c. Argentina

3



03 UP FOR GRABS

4. Stephen King's Rose Red DVDs

We've even more haunted mansion action, this time from the master of the horror genre, Stephen King. *Rose Red* tells the story of a beautiful mansion with a dark secret. Something evil lies dormant within the walls and a team of paranormal investigators is about to wake it. Thanks to Warner Home Video we've got five copies of the DVD to give away. If you want to win then answer this question:

Q. What was the name of the hotel in Stephen King's *The Shining*?

- a. Faulty Towers
- b. The Overlook
- c. The Over There

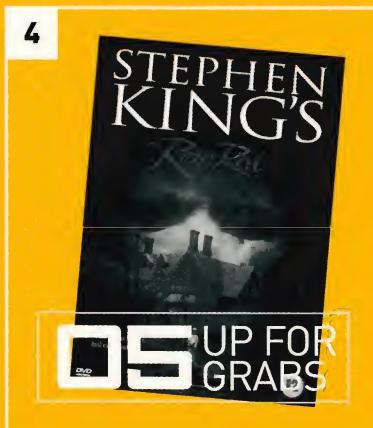
5. Contra Advance The Alien Wars EX

Contra Advance has caused many dewy-eyed moments in the *NOM* office as we reminisced about this great game that still seems impossible to complete. Now we're giving you the chance to tear your hair out in frustration by winning a copy of this GBA retro classic. Thanks to Konami, we've got five copies to give away if you can answer this simple question:

Q. In which decade was the original *Contra* arcade machine released?

- a. 1990s
- b. 1970s
- c. 1980s

4



05 UP FOR GRABS

5



05 UP FOR GRABS

Terms and conditions: Calls cost 50 pence per minute. Calls last two minutes. Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes. The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value. The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no

correspondence. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household. The promoter excludes responsibility for applications that are lost/delayed/incomplete.

All entries for the competitions must be received by 07/03/03 to qualify. Prize draw takes place on 10/03/03, and the winner will be notified within one day of the draw.



You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the Joytech competition, write to: **Competition 3, *Nintendo Official Magazine*, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.**

HIGH SCORES & CHALLENGES

Gaming gladiators hear this rallying cry. Your superior skills are required to prove to the rest of the *NOM* world that you have what it takes to sit atop the High Scores & Challenges results tables. Let battle commence.

1 SUPER SMASH BROS. MELEE: HOME RUN CONTEST, LONGEST HIT

Back to basics with the *SSBM* crew this month. Choose any character you like and try to hit that sandbag as far as you possibly can. You need to get more than 400 metres to earn yourself a trophy, but we know you can hit it much further.

Like we said last month, we like to use Donkey Kong's Headbutt and Ground Pound moves and then grab the bat, but we've had a lot of e-mails recommending Roy, so you should give him a try. A distance of over 500 metres should get you into the table.

1. Mike Jackson.....	437m
2. Tim Street	422m
3. Rich Marsh	405m
4. Kingsley Singleton	398m
5. Dominic Wint	367m



3 TIMESPLITTERS 2: FASTEST TIME, ARCADE LEAGUE, MEN IN GREY

Fire up *TimeSplitters 2*, head to the Amateur Arcade League and go to Team Series A. The last challenge in this series is Men in Grey, a tricky test that pits you against a gang of rampaging accountants. All you've got to do is take over their base.

This is a simple challenge to complete, but getting a quick score will prove tricky. After a couple of goes we got our times under three minutes, but we know you can do better. The trick is to ignore all the enemies, but that's often easier said than done.

1. Rich Marsh	2:38:62
2. Dominic Wint	2:45:91
3. Kingsley Singleton	2:46:12
4. Mike Jackson	2:51:48
5. Tim Street.....	2:55:73

2 WWE WRESTLEMANIA X8: MOST TIME LEFT VERSUS ROB VAN DAM

Select Exhibition mode, Single Bout, Normal Match and change the time limit to five minutes. Then pick your absolute favourite wrestler or one that you've created and pin Rob Van Dam as fast as you can. The winner will be the person with the most time left on the clock.

This one will really test your wrestling powers. There's no set way around this challenge, but you'll need a firm command of the controls to wear RVD down and get the Pin Fall.

1. Tim 'Slayer' Street	4:24
2. 'Mauler' Mike Jackson	4:17
3. Dominic 'Whirling Dervish' Wint.....	4:02
4. Rich 'The Murderer' Marsh.....	3:48
5. 'Killer' Kingsley Singleton.....	3:32



4 STAR WARS ROGUE LEADER: ROGUE SQUADRON II: FASTEST TIME, DEATH STAR ATTACK LEVEL

Everybody must own a copy of *Rogue Squadron II* by now, so we expect great times for this challenge. Your mission is to see off the Death Star in the fastest time. Don't worry about accuracy or medals, it's speed we're looking for, so get in that X-Wing!

The key is to take out the TIEs as fast as possible. Remember that your wingmen are there to help so use them. Once you get in the trench close your S-foils to get up a head of steam.

1. Kingsley Singleton	5:53
2. Mike Jackson.....	5:59
3. Tim Street	6:02
4. Rich Marsh.....	6:10
5. Dominic Wint	6:12



RESULT TABLES



1 SUPER SMASH BROS. MELEE: FASTEST TIME IN EVENT ONE, TROUBLE KING

There are joint winners for this hard-fought Bowser battle. Congratulations go to Wayne Smith and Robert Bowden on their sharing of the top spot. Easy fellas, you'll both get a prize...

=1. Robert Bowden00:07:93
=1. Wayne Smith00:07:93
3. Graeme Dawes00:07:98
4. Ian Lynch00:08:06
5. Robin Anderson00:08:09



2 SUPER MARIO SUNSHINE: FASTEST TIME AGAINST IL PIANTISSIMO, GELATO BEACH

You really gave that purple freak a run for his money. We had a sackload of storming entries for this one, but there can be only one winner and that accolade goes to the mighty Derek Naughton.

1. Derek Naughton00:11:16
2. Declan Talbert00:11:31
3. Jake Colvin00:12:24
4. Joshua Taylor00:14:56
5. Adam Wadsworth00:14:87



3 TONY HAWK'S PRO SKATER 4: HIGHEST SCORING COMBO ON THE CAMPUS LEVEL

The college kids are running in fear after you skating maniacs ravaged their beloved campus. Barry Norton proved his amazing boarding skills with a quite wonderful score.

1. Barry Norton	1,673,290
2. Keith Waterstone	1,524,814
3. Daniel Livingstone	1,511,930
4. Simon Connor	1,429,194
5. Hayden Law	1,408,486



4 TIMESPLITTERS 2: FASTEST TIME ON CHALLENGE MODE, GLASS SMASH: PANE IN THE NECK LEVEL

You lot have a serious aversion to windows. Remind us to keep you away from *NOM*'s greenhouse. Top of the tree was Richard English with a ridiculous time.

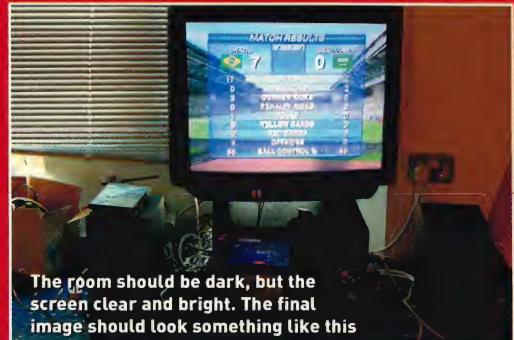
1. Richard English00:08:90
2. Adam Wadsworth00:09:50
3. Mark Charlton00:12:30
4. Lee Southgate00:12:50
5. Greg Foreman00:13:10

CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

PHOTOGRAPH YOUR TV



The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges, Nintendo Official Magazine, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW.

JOYTECH

CLUB NOM

FREE

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TO YOUR MOBILE



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FREE! GAMES
RELEASE UPDATES



PLUS! EXCLUSIVE
COMPETITIONS



WHAT YOU NEED TO DO

CLUB

TO JOIN, JUST BEGIN
YOUR TEXT WITH THE
WORD CLUB

CLUB
JOE BLOGGS
16

AFTER THAT,
INCLUDE YOUR NAME
AND AGE

SEND
84070

SEND IT TO 84070
THEN SIT BACK AND
ENJOY THE SERVICE

Terms and conditions: The cost to join Club NOM is 25p. This is a one-off charge to join the club. You will then receive a text message from Club NOM asking you to select your favourite games genre. You reply to Club NOM selecting your genre. There is no charge for this second message or additional texts from Club NOM. Please note that your own operator (02, Vodafone, T-Mobile, Orange, Virgin, etc.) may charge you to send and receive texts as part of your mobile package.

MEGA MOBILE RINGTONES & LOGOS

new releases

Cleaning Out My Closet - Eminem	10611
Down Boy - Holly Valance	10612
Positivity - Suede	10617
Just Like A Pill - Pink	10615
My Vision - Jakkata/Seal	10616
Everyone Says Hi - David Bowie	10614
Nessa - Scooter - Dance	10541
Prince And The Showgirl - Shivaree	10485
Come Back Around - Feeder	10487
Days Like That - Sugar Jones	10488
Look Back In Anger - The Wurzels	10489
Dreaming Of You - The Coral	10490
Eple - Royskopp	10491
Far Out - Sonsoloopdaloopera	10492
Feels Good - Naughty By Nature	10493

rock greats

Always On The Run - Lenny Kravitz	9437
Alive - Pearl Jam	8659
Everyday - Bon Jovi	10613
Black Dog - Led Zeppelin	9440
Main Offender - The Hives	8141
Breaking Up The Girl - Garbage	7963
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns & Roses	7606
Design For Life - Manic S Preachers	6939
Girls And Boys - Blur	6750
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child O Mine-Guns N Roses	5793
With Or Without You - U2	5338
Under The Bridge - Chilli Peppers	5336
Walk This Way - Aerosmith	0005

Attitude

Missy Elliott - One Minute Man	5392
4 My People	7416
Bubba Sparxx - Lovely	6756
Ugly	6168
Busta Rhymes - Pass the Courvoisier	9013
Woo Haa	8195
Break Your Neck	7209
Eminem - Without Me	9015
The Way I Am	1579
Real Slim Shady	1515
Stan	1513

Football

Chelsea - Blue Flag	9487
We Shall Not Be Moved	9508
Royal Blue Jersey - Everton	9476
Spirit Of The Blues - Everton	9477
God Save The Queen - Anthem	0062
Vindaloo - Football Anthem	3542
The Great Escape - Film Theme	3548
Celtic - Fields of Athenray	3547
Glory, Glory - Man United	4134
Never Walk Alone - Liverpool	3545

best sellers

The Logical Song - Scooter	9422
Round Round - Sugababes	10189
The Tide Is High - Atomic Kitten	9670
Like A Prayer - Mad House	9665
Without Me - Eminem	9015
Italian Job - Film Theme	4856
Mission Impossible 2 - Theme	0094
Underneath Your Clothes - Shakira	8982
I Need A Girl - P Diddy Usher	9746
A Little Less Conversation - Elvis	8688
The Great Escape Theme	3548

Old skool

Got To Have Your Love - Mantronix	8889
Rhythm of the Night - Corona	8898
Rappers Delight - Sugar Hill Gang	7212
Every Little Step - Bobby Brown	6673
I'M Gonna Get U - Bizarre Inc	6521
Show Me Love - Robin S	6439
Finally - C C Peniston	6433
Naked In The Rain - Blue Pearl	6436
Good Life - Inner City	6423
Rhythm Is A Dancer - Snap	7352
Im Gonna Get You - Bizarre Inc	6521
Back By Dope Demand - King Bee	6432

Indie

Sit Down - James	6333
Come Home - James	5450
Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Out Of This World - The Cure	0359
goletitout	0318
Breathe - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony - Verve	0164
Fly For A White Guy - Offspring	0108

Dance

M Factor - Mother	8896
DB Boulevard - Point Of View	6616
Ashanti - Foolish	9302
Ja Rule - Livin It Up	6270
Nelly - Hot In Herre	9743
Camron - Oh Boy	10172
Ms Dynamite - It Takes More	9750
Mis-teeq - B With Me	6624
Jay-Z - Girls Girls Girls	6445
Missy Elliot - 4 My People	7416
Flip N Fill - Shooting Star	9505
Scooter - The Logical Song	9422
Angeled - Jam And Spoon	6639
Bouncing Back - Mystikal	6642
Breathe - The Prodigy	6741
Sunchyme - Dario G	6761

TV Themes

Formula One	10751
Phoenix Nights	10754
So Graham Norton	10755
West Wing	10759
Fresh Prince	10639
Jackass	10641
Malcolm In The Middle	10642
Monkey	10643
Smallville	10644
The Osbournes	10645
Dukes Of Hazard	10591
Sticking With You - Hyundai	10592
Trigger Happy TV	10595
A-Team	4874
Airwolf	4680
Blackadder	4683
Buffy The Vampire	4846
Only Fools And Horses	6152
Hawaii 5 0	4855
Sex And The City	9118
Crokkets Theme-Miami Vice	6243
Monty Python	0085

Pic Messages

Pierce	9266
Cat	9257
Tom	8113
Quark	8055
Steve	7653
Will	9267
Enrique	9258
Willow	8125
Riker	8057
Bean	7654
Will	9268
Sinatra	9259
Worf	8128
Rom	8059
Bono	7866

Film Themes

Scooby Doo	9621
Austin Powers	5784
Dambuster March	5061
Braveheart	6076
Rocky IV - The Final Fight	6278
Mission Impossible 2	0094
Eye Of The Tiger - Rocky	4852
Beverly Hills Cop - Axel F	0173
James Bond Main theme	0025
The Great Escape	3548
Ghostbusters	4823
Where Eagles Dare	5422
Charlies Angels	1516
Bridge Over The River Kwai	5985
Jurassic Park	4825
Jaws	5266
Top Gun	4864
Italian Job	4856
The Exorcist	4689

Sci-fi

Hitchikers Guide To The Galaxy	10640
Enterprise	10750
Captain Scarlett	10747
Futurama	10752
Lord Of The Rings-Part 1	6080
Blade Runner	4684
The Sixth Sense	5986
Superman	0152
Back To The Future	6146
Terminator 2	5795
War Of The Worlds - Theme	5259
Star Trek Next Generation	0148
Star Trek Voyager	6528

New Logos

BITE ME	10064	10065	10066	10067
NO SERVICE	10068	10069	10070	10119
ANGEL	10120	1552	2501	10123
FREE&SINGLE	10124	2509	10126	2505
THE END	5882	2513	2517	2521
PSYCHO	10132	10133	10134	2832
BLIND ALIEN	5674	5507	10138	3046
SAUCY	10133	10134	10134	2832
TRACKER	10138	10138	10138	3046
COOL	5674	5507	10138	3046

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OFFICIAL TIPS

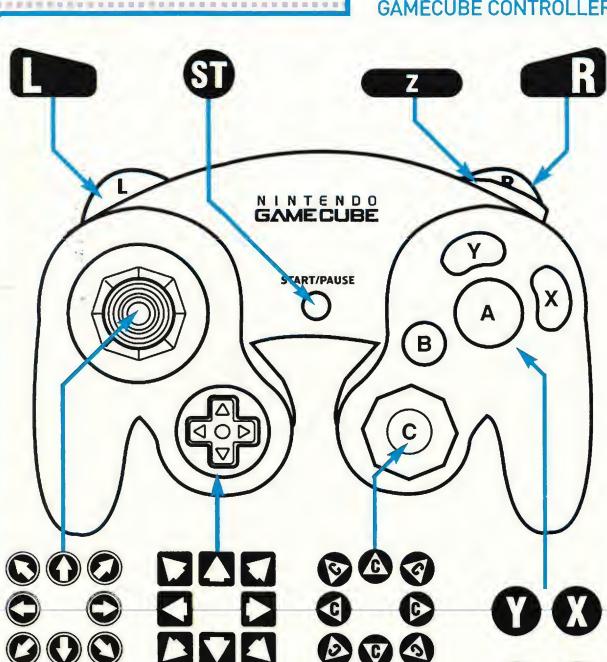
Despite being a rock-hard gamer, there are times when you might get a bit stuck, and your friendly *NOM* team is here to help with all the latest tips.

Resident Evil Zero
Slithering secrets p96

Contra Advance
Codes for Contras p97

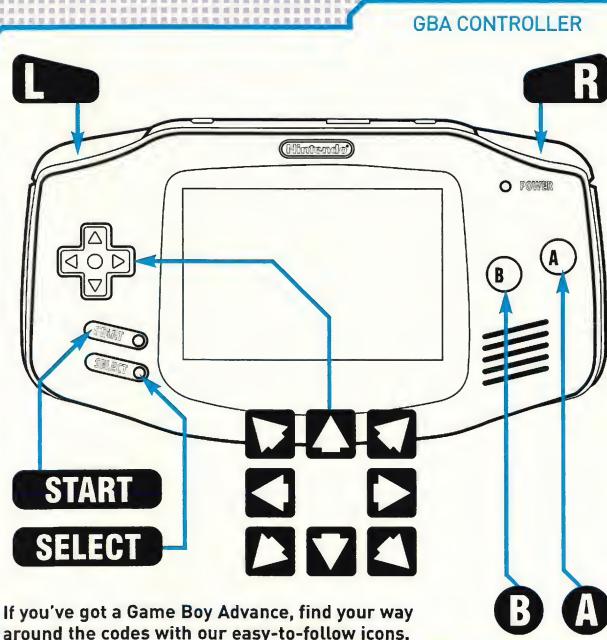
Blood Omen 2
Spectral tips p98

X-Men Next Dimension
Mutant codes p99



Find your way around these codes with our easy-to-follow icons. Just press what you see!

GAMECUBE CONTROLLER



If you've got a Game Boy Advance, find your way around the codes with our easy-to-follow icons.

GBA CONTROLLER

RESIDENT EVIL ZERO

COLLECTING LEECHES AND SEXY OUTFITS

Once you've finished the game you can take part in the excellent Leech Hunter game. Collecting leeches will mean cool cheats when you start the main game again.



Get 100 Leeches and you'll receive unlimited ammo for all weapons. 90-99 Leeches bags you a Magnum Revolver in room 202 of the train. 60-89 Leeches means unlimited ammo for the Hunting Gun and 30-59 Leeches arms the Hand gun with infinite lead - handy for head popping

Loosing heart in the game? Keep at it because you'll be rewarded with a new outfit for Rebecca, boasting a pair of leather trousers and a sexy crop top. Billy gets a snazzy suit. Plus if you finish the game in under 3:30 you'll get the Rocket Launcher and Submachine Gun.

ATV 2



BUTTON CODES WORTH BEGGING FOR

ATV2 is like *SSX Tricky* on four chunky wheels, and that's got to be a good thing. Also good are these excellent cheats.



On the Profile Manager screen, go to Unlock Items and enter IGIVEUP to unlock everything in the game. SHOWROOM will get you all the ATVs you could ever need, while THREADS unlocks all equipment. Nice.

GOLDCUPS sorts you out all Championship events, while EATDIRT ramps up A.I. aggression. To unlock San Jacinto Isles enter GABRIEL. TRLBLAZR gives all tracks in the game and FLYPAPER disables all crashes.

CONTRA ADVANCE: THE ALIEN WARS EX

■ HELP WITH HURTING ALIEN SCUM

It would be safe to say that *Contra Advance: The Alien Wars EX* is one of the toughest games on the GBA. Take just one hit from an alien and you'll lose a life. Use these passwords, however, and losing lives won't be such a problem.



□ Type in the password Y4HC1B L5P212 34ZWF1 and you'll skip the first level to start the second stage with 99 lives. Go bag some aliens!



□ The third level is one of the best in the game. Go to the password screen and tap in WXJD1Z JHSJ1Q KKNCY1 to start there.



□ The fifth stage is new for GBA. To check it out, type in the password G3421N TDN51N C3BV2C.



□ Type in the password ZWJF1J MGSL1B GP3LQB, and you'll be taken directly to the fourth stage and you'll have 99 lives to play with.



□ You'll need to be fast to survive the last stage. The password is W3MJ1S J4VP1N YY24BD.

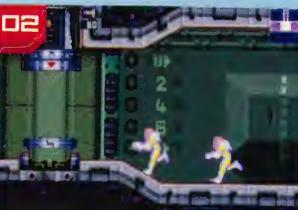
METROID FUSION

■ THE IRON LADY JUST GOT HARDER

There are some manoeuvres that are not explained in the game manual. Check these babies out...



□ Once you have the Charge Beam and the Space Jump ability, charge your gun and when you jump, Samus will cause damage to any enemy she touches.



□ Use the Speed Boost ability to run, and, while you're at top speed, quickly hit □. Samus will then stop running, but she'll still be flashing with energy...



□ ... Now press jump to shoot straight up, or any direction and press jump simultaneously, and she'll shoot off that way until she hits a part of the scenery.

MAT HOFFMAN'S PRO BMX 2

■ YOU'LL BE THE ENVY OF ALL BIKERS WITH THESE CHEATS

Mat Hoffman's Pro BMX 2 offers the best BMX stunt action at the moment so we dug up these ace cheats to unlock some of the secret characters. Cool huh? Make sure you push the directions on the 3D Stick accurately or it won't work.



□ If you want to play as the lovely Vanessa, at the Press Start screen, enter **B**, **Y**, **□**, **○**, **△** and **Y**. Now she'll be there with the other riders.



□ Wanna pull a few fancy tricks with Bigfoot? Just tap in **B**, **□**, **Y**, **○**, **△** and **Y** at the Press Start screen to make him a selectable rider.



□ Fancy playing as the mime character? He'll be playable if you enter the button code **B**, **Y**, **□**, **○**, **△** and **Y**. Enter this correctly and you can Marcel Marceau all you want. Enjoy!



FAST TIPS

Fast Tips this month gives you some crafty codes for *Hot Wheels Velocity X*, *Super Monkey Ball 2* and the tricky *Evolution Skateboarding*...

HOT WHEELS VELOCITY X

Want an upgraded laser for your motor? You'll need to beat Challenge Mission 18 on the Very Hard difficulty setting. This should get the Advanced Laser.



SUPER MONKEY BALL 2

If you're a monkey master then you can unlock a whole host of new stages. All you've got to do is finish the game on any setting without using a Continue.



EVOLUTION SKATEBOARDING

Got the skill to complete 100 per cent of the game with every skater? If so, you'll get PS2 secret agent, Solid Snake.



BLOOD OMEN 2: LEGACY OF KAIN

TIPS TO MAKE YOU A BETTER SUCKER

It may stink like a rotting corpse, but *Blood Omen 2* will smell a lot prettier with these ghoulish codes...

01



Press **Z**, **R**, **L**, **B**, **X**, and **Y** at the Main Menu. A voice will say 'Go cheese' to confirm you've entered it correctly. You should now start the game with the Soul Reaver and Iron Armour.

02



The Dark Gift Charm, which you acquire after defeating Sebastian, can be used on characters that can't be charmed. Try it on somebody and they'll appear to have a headache but they will also freeze for a second allowing you to get in a quick attack.

ROBOTECH BATTLECRY

CODES TO MAKE YOU CRY WITH JOY

To access the Cheat menu, hold down **L** and **R** and then press **□**, **△**, **▽**, **◁**, **▷**, **B** and **START**. Then enter the following codes.

01



To make yourself invincible, enter SUPERMECH.

02



To make your missiles regenerate much quicker, enter the code MARSBASE.

03



If you want to unlock every single level in the game, enter the code WE WILL WIN. Now you should have access.

04



To give you the power of one-shot kills in the extra-special Sniper mode, simply enter SNIPER.

05



Entering MULTIMAYHEM will give you access to all of the power-packed multiplayer levels in the game.

X-MEN NEXT DIMENSION

CODES TO MAKE CPU OPPONENTS HARDER OR WEAKER

Hey, it's no world beater, but with this code at least you'll have more fun playing.



□ To turn the computer A.I. on and off go to the Main Menu and press: **A, A, A, A, A, B, B, B, B, Y, Y, Y**. Should be nice and easy for you now. Re-enter to reverse the code.

MINORITY REPORT

CODES FOR JUST ABOUT EVERYTHING

We've got a shed load of codes to liven up this limp movie tie-in. Enter the codes at the Cheat menu.

□ All Combos: NINJA;
All FMV sequences:
DIRECTOR; All weapons:
STRAPPED; Armour:
STEELUP; Baseball bat:
SLUGGER; Concept art:
SKETCHPAD; Ending
sequence: WIMP.



□ Level skip: QUITTER; Level select: PASSKEY; Maximum ammo: MRJUAREZ; Maximum damage: SPINACH; Slow motion: SLIZOMIZO; Play as clown: SCARYCLOWN.

The Cheat Mistress presents

CHEATS
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GBC & GBA

A = 01
A Link to the Past
Advance Rally
Advance Wars
Aggressive Inline
Alienator: Evol. Conts.
An American Tale: G.Rush
Army Men Advance
Army Men: Op. Green
Asterix: Bash Them All
Atlantis: The Lost Empire
Attack of the Clones
B = 02
Back Track
Boxing Fever
Breath of Fire
Broken Sword
C = 03
Crash Bandicoot XS
Crystal Pokemon
D = 04
Dragonball Z L.Sup.Wars.
Dragonball Z: Leg. Goku
Driver 2 Advance
F = 06
Final Fantasy 3
G = 07
Golden Sun
GT Advance Champ.
H = 08
Harry Potter
Harry Potter C.of Secrets
L = 12
L. of Zelda: Link to Past
Lady Sia
Land Before Time
Lara Croft: The Prophecy
Legacy of Goku
Lego Bionicle: Tohunga
Lilo and Stitch
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 13
Mario Kart Super Circuit
Medabots AX
Metroid Fusion
P = 16
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
R = 18
Rayman Advance
S = 19
Sonic Advance
Spiderman: The Movie
Spyro: Season of Flame
Spyro: Season of Ice
Star Wars: Att. of Clones
Street Fighter Alpha 3
T = 20
Tales of Tohunga
Tekken Advance
Tetris Worlds
The Fellowship Of Ring
The L. of Zelda: L. to Past
The Land Before Time
The Scorpion King
The Two Towers
Tiny Toon: B's Bad Dream
Tom and Jerry
Tomb Raider: Prophecy
Tony Hawk's 2, 3 & 4
Top Gun: Combat Zones
Treasure Planet
Triple X
Turok: Evolution
W = 23
Wario Land 4
X = 24
X-Men: R. of Apocalypse
Y = 25
Yoshi's Island
Yu-Gi-Oh! Duel Monsters
Z = 26
Z.O.E.: The Fist of Mars
Zelda: A Link to the Past
Zelda: Links Awake, DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

GAMECUBE

A = 01
Agent Under Fire
Aggressive Inline
American Pro Trucker
B = 02
Batman Vengeance
Beach Spikers
Bloody Roar: Primal Fury
Bomberman Generation
Burnout
C = 03
Crash Bandicoot
Crazy Taxi
D = 04
Dave Mirra BMX 2
Die Hard: Vendetta
E = 05
Eternal Darkness
F = 06
FIFA 2003
Freeskiing
G = 07
Gauntlet: Dark Legacy
Godzilla: D. all Monsters
H = 08
Harry Potter C. of Secrets
I = 09
Int. Superstar Soccer 2
J = 10
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
K = 11
Kelly Slater's Pro Surfer
L = 12
Legends of Wrestling
Legends of Wrestling 2
Lord of Rings Two Towers
Lost Kingdoms
Luigi's Mansion
M = 13
Mario Party 4
Mario Sunshine
Medal of Honor Frontline
Minority Report
Mystic Heroes
N = 14
Need for Speed H. Purs. 2
Nightfire
O = 15
007 Agent Under Fire
007 Nightfire
P = 16
Pikmin
R = 18
Resident Evil
Resident Evil Zero
Rocky
Rogue Leader
S = 19
Sanity's Requiem
Scooby Doo: 100 Frights
Sega Soccer Slam
Simpsons: Road Rage
Smugglers Run 2: Warz.
Sonic Adventure 2: Battle
Spiderman: The Movie
Spy Hunter
Spyro: Ent. the Dragonfly
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: J. Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 1 & 2
Super Smash Br. Melee
T = 20
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3 & 4
Top Gun: Combat Zones
Turok: Evolution
V = 22
Virtua Striker 3: V. 2002
W = 23
Wave Race: Blue Storm
WWE Wrestlemania X8
X = 24
X-Men: Next Dimension
0-9 = 27
007 Nightfire
Plus Many More...

N64

B = 02
Banjo Kazooie
Banjo Toodee
Blues Brothers 2000
C = 03
Castlevania
Castlevania: Leg. of Dark
Conkers Bad For Day
D = 04
Diddy Kong Racing
Donkey Kong 64
E = 05
Excite Bike 64
F = 06
F1 World Grand Prix 2
F-Zero X
G = 07
Goldeneye
I = 09
Iggy's Rockin' Balls
J = 10
James Bond: Goldeneye
Jet Force Gemini
K = 11
Killer Instinct Gold
L = 12
Legend of Zelda
Legend of Zelda: M. Mask
Lode Runner 3D
Lylat Wars
M = 13
Mario 64
Mario Kart
Mission Impossible
O = 15
Ocarina of Time
P = 16
Paper Mario
Perfect Dark
Pokemon Stadium
Pokemon Stadium 2
R = 18
Rayman 2
S = 19
South Park
Star Wars: Rogue Squad.
Super Smash Brothers
T = 20
Turok 2
Turok: Dinosaur Hunter
Turok: Rage Wars
Turok: Shadow of Oblivion
Z = 26
Zelda
Zelda: Majora's Mask
Plus Many More...

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Q&A UK

Getting stuck in a game is nothing to be ashamed of. Take a look at these poor chaps. They were stuck, but we've sorted it for them so send us your gaming queries and you could see your problem solved on these pages.

TONY HAWK'S 4

Q I really need your expert knowledge on *Tony Hawk's Pro Skater 4*. I'm super stuck in San Francisco where you have to grind the Skate Blockers off Hubba Ledge. I don't know what to do about the Cop-and-a-half. Help me!

Joe Hardaker, York

Did you know? Even though *Tony Hawk's* games still rule the skate sim games genre, Tony Hawk himself has actually retired from pro skateboarding. The 'sport' will surely miss him.

A If it's expert knowledge you're after, you've come to the right place. That Cop-and-a-half can be a real pest, but the key to resolving your problem is to distract him by activating an alarm, which you'll find under the ledge. Simply Wall Ride the alarm and that'll keep him out of your way while you fulfil your mission objective.

Also useful...

Performing a Manuals is the best way to link your stunts and rack up the points. Enter the code 2WHEELIN at the Cheat Codes menu to get perfect Manual balance. It's cheating, but we like it.



SUPER MARIO SUNSHINE

Q I'm stuck in Ricco Harbour in *Super Mario Sunshine*. On the Shine called Yoshi's Fruit Adventure, I can't get onto the platform where the Shine is without falling into the water. What do I do?

Jack Waddingham, Wirksworth

Did you know? The quirky tune for the secret areas that Mario must do without his FLUDD backpack is a remix of the classic Mario theme tune from *Mario Bros.* on the NES.

A We realise how frustrating it is to fall into the water and lose Yoshi. At first it seems like you'll need to use some flashy triple jumping skills to get from platform to platform. But all you really need to do is squirt the jumping fish, turning them into small moving platforms for you to stand on. Now it's all too easy.

Remember this...

When you are riding Yoshi, use the Spin Jump. Yoshi can get a lot more height with this than Mario and he'll float down slowly too, making landings easy.



METROID FUSION

Q I'm really stuck on *Metroid Fusion*. The Reactor Core has gone offline and I'm nearly at the point to turn it back on, but I can't get past the battle with the spider-like boss that spits fire. Please can you help me?

Luke Reynolds, Bedfordshire

Did you know? Don't press any buttons on the Press Start screen and, after a while, the game will show Samus doing moves that aren't in the game manual.

A The best way to deal with this tough boss is to use Samus' Morph Ball ability to avoid him grabbing you – his grab causes loads of damage, so avoid it. When he stops to spit fire at you, quickly get underneath him and shoot up with some Rockets, and tuck up into Morph Ball form before he nails your sorry ass. When he loses his legs, stand still and constantly shoot up at him with Rockets to finish him off.

Also worth noting...

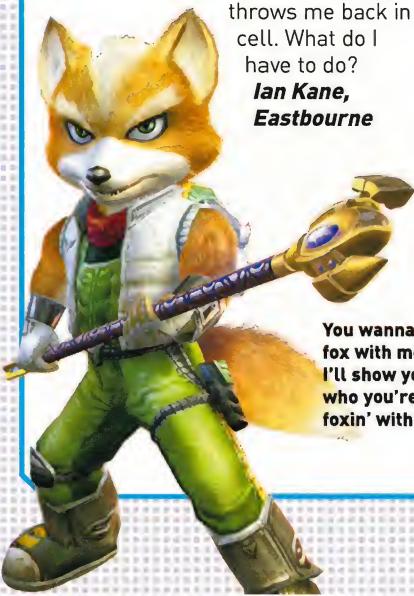
Enemies like this boss can be tough to aim at. Make good use of the **L** button, which makes Samus stand still while you aim in any direction. It can keep you out of trouble.





STAR FOX ADVENTURES

Q In *Star Fox Adventures*, the SharpClaw have taken my Staff and put me in a jail, but when I try to get it back the guard wakes up and throws me back in my cell. What do I have to do?
Ian Kane, Eastbourne



You wanna fox with me? I'll show you who you're foxin' with

Did you know? *Star Fox Adventures* was originally called *Dinosaur Planet* and was in development for N64. Crystal was also once playable throughout the game.

A You will be unable to retrieve the staff until you've got the SharpClaw disguise from Slippy. Walk past the guard and through the door round the corner on the left. Inside is a Fuel Barrel Generator and a ventilation shaft with a Switch beside it. Grab a barrel, put it in the air vent and press the Switch. The barrel will fly up and smash a hole in the ceiling, through which Slippy can pass you the disguise.

And another thing... Battling the gangs of SharpClaws can take so long at times. Hold the 3D Stick to the right while you attack and your strikes will inflict more damage.

WARIO LAND 4

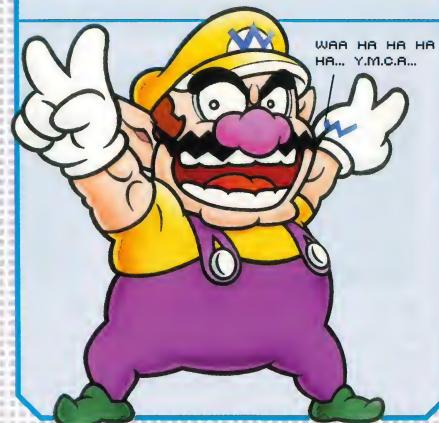
QI love *Wario Land 4* on Game Boy Advance and after finishing the game, I am trying to get all of the music CDs. I have all of them except the one in the Toxic Landfill in the Ruby Passage. I can't seem to find it anywhere. Can you help me?
Rathe Temple-Green, Hastings

Did you know? There was a *Wario Land* adventure on the Nintendo Virtual Boy, but the VB never made it here after flopping abroad.

AWhen you get to the third Jewel Piece, smash through the blocks of trash below it to reveal a secret path. At the bottom is a door, but instead of entering it, backtrack up the path you smashed through to find two TV blocks side by side. Smash through them and through more blocks to reach a small alcove where the CD is hiding.

And another tip...

If you like *WL4* as much as Rathe does, you might want to finish it in the Hard mode to unlock the Super Hard mode, for a new challenge.



WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at *NOM*. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a FloLight for a GBA stumper.





PART ONE

RESIDENT EVIL ZERO
WALKTHROUGH

LET'S GO HUNT SOME ZOMBIE

Zombie hunting doesn't get any easier, even with two heroes to control instead of one. We show you solutions for every puzzle, plus foolproof strategies for defeating all bosses and toasting the terrifying new Leech Zombies.



HOT RAILS TO HELL

The adventure begins as any great *Resident Evil* game should with hideous carnage on a massive scale as a train racing through the night is invaded

by sinister eggs. Rookie S.T.A.R.S. member Rebecca Chambers boards the train to investigate. She's all alone amongst the dead men. Or so she thinks...

ALONE ON A TRAIN



■ The door to the Dining Car behind Jill is locked so you can only move forward. In the next carriage you'll be confronted by your first zombies. How nice to see old friends.



■ Run to the end of the carriage and take them out. Go up the stairs to get a Green Herb. The rest of your way is temporarily blocked by slimy eggs, so go back down.

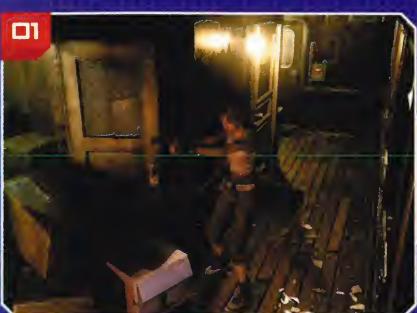


■ Enter Cabin 202 to find Hand Gun ammo, the Passenger's Diary and an Ink Ribbon. In the next cabin you'll find the first Save point, Ink Ribbon and Investigation Orders.

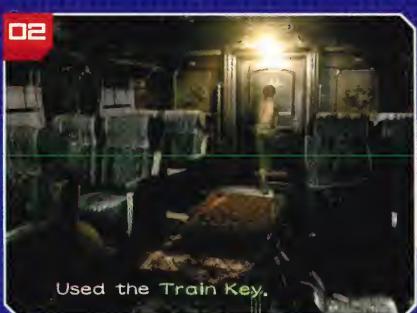


■ Ignore the locked door for now and investigate the train employee's savaged corpse to get the Dining Car key. This will trigger the appearance of escaped prisoner Billy Coen.

AND THEN THERE WERE TWO



■ After Billy runs off and S.T.A.R.S. soldier Eddie meets an unfortunate end, be prepared to start firing at the zombie dog the moment the cut-scene ends. Take the Hand Gun ammo from Eddie's corpse and go back towards the Dining Car.



■ After Rebecca gets the message about Billy's supposedly murderous past use the Dining Room key to open up the rear section of the train. Billy reappears and suggests teaming up, but for the moment you can only control Rebecca.



YOUR FIRST LEECH ZOMBIE



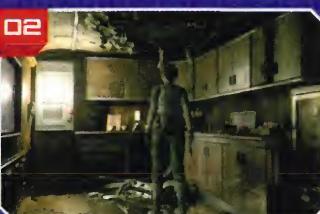
■ Get the Notice to Supervisors from the table next to Billy. You can't open the automatic door for now so go upstairs. Walk forward a little to trigger one of the most disgusting *Resident Evil* cut scenes ever. And that's saying something.



■ Say hello to your first Leech Zombie, then turn and run like hell for the stairs. It's not cowardly, just a good way to avoid wasting ammo as shooting at these monstrosities is virtually useless. When you run, Billy will arrive to help.

REBECCA TRAPPED

■ Once Billy and Rebecca team up for good Billy sends Rebecca to investigate the first Engine Car. You'll see a ladder just behind the corpse of the Leech. Have Rebecca climb up and walk along the top of the train.



■ Reconnect the Power Cable at the end and you'll be knocked down a hole and into the carriage below. All you can do for now is grab the Hand Gun ammo, Green Herb and the Conductor's Office key.

■ You need a sharp object to insert in the keyhole and open the door. Call the Service Lift in the corner of the room and place the Conductor's Key inside. Now switch back to Billy because Rebecca is trapped.



BILLY TO THE RESCUE



■ Time for the big guy to rock 'n' roll. Head downstairs, and through the now open automatic door. Head around the left side of the kitchen to access the Service Lift and get the Conductor's Key. Now head back through the creepy passenger carriages.



■ Use the Conductor's Key to open the office next to the electronically locked door. Inside you'll find a Train map, Red and Green Herbs and a Note from the Conductor. Look in the closet to get the locked Briefcase.



■ Flip the switch to lower the ladder and climb up. Go through the door at the end and get the Ice Pick from the trolley. Follow the room round to find Room 101. Somebody has a sense of humour using that number.



■ The mysterious room 101 houses the Special Closet. This super-secret closet contains special costumes, which you get using the Closet Key once you've completed the game. This goody-packed room also contains lots of ammo, First Aid spray, a Hunting Rifle and an Ink Ribbon, so stock up while you're here - you know you're going to need it.



GIANT SCORPIAN BOSS



■ Making sure you've got the Ice Pick, go back through the last carriage. There you'll meet a Giant Scorpion boss. Get in close and unleash rifle rounds right in its ugly face.

HOOKSHOT



■ After de-shelling Scorpie get the Panel Opener off the floor and go back down the hatch. Trudge back to the Kitchen Service Lift and send the Ice Pick down to Rebecca. Switch to Rebecca and have her use it to open the door.



■ Shoot the two burning zombies, then go back down the stairs and team up with Billy in the Kitchen once again. Use the Panel Opener on the floor hatch. Enter the crawlspace and emerge in the Freight Car.

■ Kill the zombie dogs, then collect the Shotgun Shells, First Aid Spray, Gas Tank and look in the cage for the Gold Ring. Combine the Gold Ring with the clasp on the Briefcase. Exit to reach the rear of the train.



■ Split your characters up. Have one of them stand next to the Hookshot holder on the wall, and have the other pull the Release Lever. Then quickly switch back to the other character and grab the Hookshot.



MAKE BOMBS, KILL ZOMBIES

■ Take the Hookshot and go back to the Freight Car. Unlock the kitchen door. Get the empty Bottles and combine them with the Gas Tank to make Petrol Bombs.



■ Molotovs are the only way to take out the Leech Zombies, so don't waste them! Go back to the staircase car. Now look through the window and use the Hookshot.



■ Send Billy up and along the roof. Jump down the hole and take the Jewellery Box from the cupboard. Open the box and combine the Silver Ring with the Briefcase.



STOP THE EXPRESS



■ Don't bother with the Knife, you probably won't need it throughout the game and inventory spaces are precious. Try to leave the cabin and you'll find that the slimy eggs blocking the passage have hatched into Leeches.



■ The best way to deal with these tiny terrors is to run straight through them. Don't stand around or they'll bite you, and there are too many of them for you to try and shoot. Trample a few Leeches, then rejoin Rebecca.



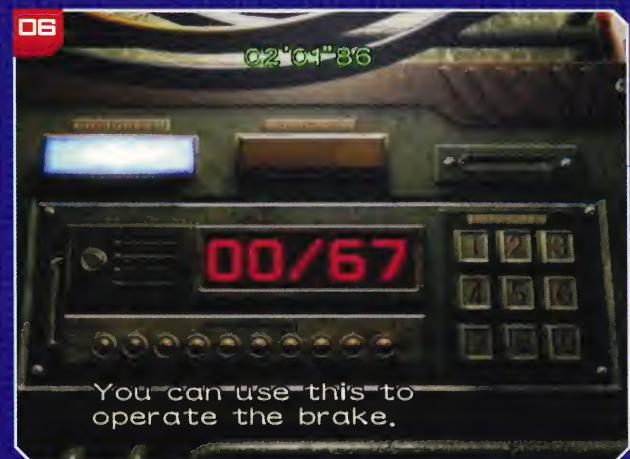
The machine has finished reading the card.

■ Head down through the carriages to the electronically locked door at the end of the train. Use the Blue Card to unlock the door. Watch the cut-scene with some familiar faces, then go ahead and take ammo from the corpse.

■ Enter the Driver's Cab, read the Manual and have Rebecca stay behind. Get Billy to pick up the Magnetic Card and dash back to the end of the train where you got the Hookshot.



■ Run past the zombies. Use the Magnetic Card in the panel opposite the Hookshot. You must then enter ten numbers that will add up to the random number shown on the display.



You can use this to operate the brake.

■ If number 67 is shown, enter '7' nine times and '4' just once. If 36 is shown enter '3' nine times and '9' once. If number 81 appears enter '8' nine times and '9' once. Once the correct code is entered the action switches back to Rebecca.

■ Access the Driver's Cab console and enter one of the codes mentioned. Get it wrong and it's Game Over. Get it right and the train will come to a halt complete with a cut-scene.





THE TRAINING FACILITY

Even once you escape from the train and end up in the Training Facility your troubles are far from over. On the contrary, this area is run by a little company

called Umbrella. And we all know what that means. Even worse, the facility looks uncomfortably similar to a certain mansion.

GET THE SHOTGUN



■ In the wreckage you'll see that any items you left are scattered on the floor. Deal with the zombies before you collect your stuff.

■ Go through the door, down the passageway and up the ladder to emerge in the Training Facility. Down the stairs is a Typewriter. This is a handy central hub.



■ Go back up the Main Hall staircase and through the west door. Collect the Notice from the table – the code is 8:15. Take the Crank Handle from the desk.

■ Enter the Dining Room, kill the zombies and note the red door which requires a Fire Emblem. Get the Hand Gun ammo, then go through the other door.



■ To the left is a furnace room which you can't pass for now, so go right. In the next room get the Black Statue, Shotgun and Gas Tank. Finally a decent shooter!

LIBRARY LIFT



■ Ignore the ladder and head back to the Main Hall. Go through the double doors at the top of the staircase. In the Lecture Hall you'll find another Typewriter, Ink Ribbons and Shotgun Shells.



■ Take the Regulations from the desk. Now go through the only other unlocked door. Enter the Library via the double doors. Get the Map, Microfilm A and an Ink Ribbon.



■ Walk round to the other side and separate the characters. Equip Rebecca with the Shotgun and ammo, and have her stand on the lift. Billy should then use the Crank Handle in the slot to make the lift work.



■ When the lift stops, be ready to immediately blast two giant insects with the Shotgun. Take the Hand Gun shells from the table and leave via the opposite door. Run very quickly across the courtyard to avoid the crows.



GIANT CENTIPEDE BOSS

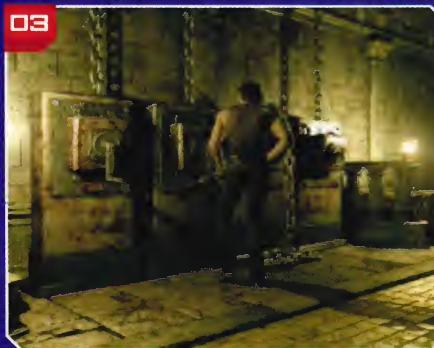


■ From the courtyard enter a large room. Run to the far side of the room and down the steps at the rear. Ignore the door on the left and unlock the end door which leads to the Main Hall.



■ Now Billy can rejoin Rebecca via the Main Hall. Enter the room on the right and use the Shotgun on two hideous insects. Get the Grenade Launcher and some Shells.

■ Leave the White Statue and equip Billy with the Rocket Launcher, Shotgun, any Shells and healing items. Go back to the large room. Have Billy use the winding machine.



■ Immediately switch to Rebecca and climb down into the tank. Pick up the Fire Key. She'll be snatched by a nasty giant centipede. Chase it down to the end of the room.



■ Keep clear of the legs as these do the most damage. When it stops and rears up get right in front and lob a few Grenades down its throat. When it starts running, follow it and repeat.



■ When you run out of Grenades, use the Shotgun. When it drops Rebecca you've nearly won. Move in for the kill and let fly with a final flurry of Shells. Eventually it'll keel over.

IRON NEEDLE



■ Back in the Dining Room, unlock the red door. Get the empty Bottles and Lighter Fluid from the Kitchen.



■ In the Lecture Room go through the unlocked door and use the Fire Key on the door at the end of the corridor.



■ Push the table and get the Shells, Bullets and Diary. Climb over and flip the switch to reveal something shining in the Moose Head. Push the table under the Moose and climb up so that you can reach the object, which turns out to be an Iron Needle.



OFFICIAL TIPS

RESIDENT EVIL ZERO GUIDE PART ONE

WHITE WINGS

**01**

■ Head back through the double doors to the Library. Use Billy's Lighter on the lamp by the door to open it. Shoot the zombies and get the Grenades. Climb up the ledge at the back and have Billy push the bookcase.

**02**

■ Take the Book of Good and examine it to get the White Wings. Now head for the room near the giant Centipede's battleground where you left the White Statue and combine it with the White Wings to make the Statue of Good.

OPEN SESAME

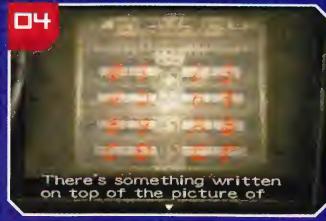
**01**

■ Send a character back through the Centipede's lair and across the courtyard. In the attic, use the Iron Needle on the clock. Make the clock read 8:15 and two doors will open.

**02**

■ Team up again and go down to the first unlocked door on the East Main Hall balcony. Shoot the zombies before you take the Verse of Poetry from the table as well as the Shells and Microfilm B.

■ Making sure that you have both Microfilms and a good supply of Molotov Cocktails, go downstairs and through the Main Hall west door. Take out the Leech Zombie, then go through the end door.

**04**

There's something written on top of the picture of



■ Deal with the zombies, get the Ammo and then use Microfilms A and B in the projector. You'll see a diagram of the Lecture Room with a code on the top. Take the MO Disc and the Microfilm Image.

**05**

■ Up in the Lecture Room, use the MO Disc on the podium to activate the Release System. You'll be given a pass code. To see which desks to stand in front of, look at the Microfilm.

**06****07**

■ Split up and have one character press the first number. Then switch quickly to the other character and have them press the desk representing the second number. Three huge iron doors previously blocked by knights in armour will then open.



BLACK WINGS



■ Exit the Lecture Room via the iron door. Go down the corridor and head through the next set of double doors into a chess board room. Don't touch the pieces.



■ Grab the Bullets, Ink Ribbon and Napalm Grenades. Now have a look at the small chess board on the desk. Replicate the checkmate on the small board using the large pieces.



■ Have one of your characters push the White King down three squares, right one square and up two squares. A secret drawer will open in the desk, where you'll find the Book of Evil, containing the Black Wing and Marcus' Diary.

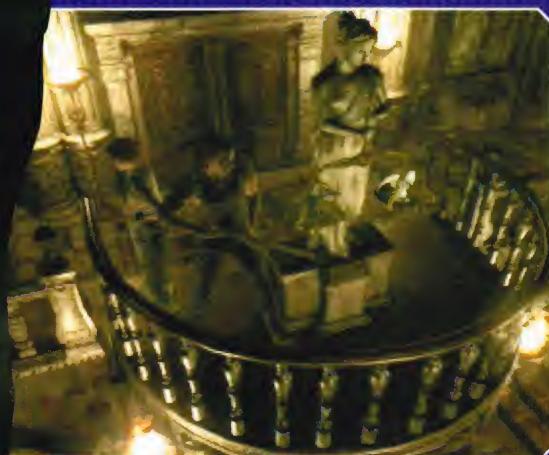
JUSTICE FOR ALL



■ Enter the sickbay and get the First Aid Spray and Blue Herbs. Have Rebecca examine the container so that she can put the Green Chemical in her mixing set.



■ This Green Chemical works the same way as a Blue Herb, but doesn't take up a space in the Inventory. Rebecca can use the Green Chemical as an antidote, but it doesn't work with Billy.



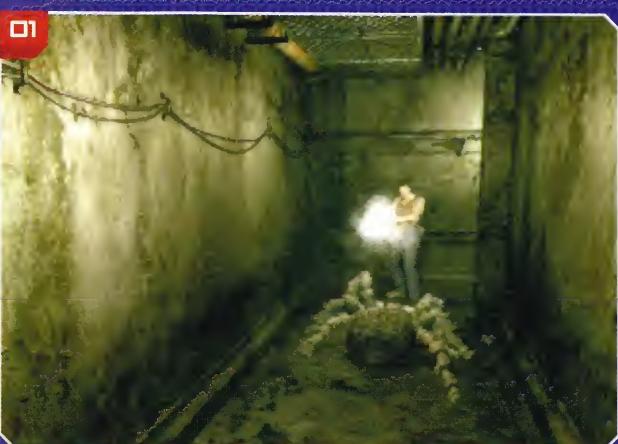
■ Collect the Black and White statues. Fix the Black Wing on the statue and place both Good and Evil books on the Scales of Justice statue in the Main Hall. A staircase leading to the basement is revealed.

THE FACILITY BASEMENT

All the best survival horror games need an evil basement, and thankfully *Resident Evil Zero* has a suitably grim subterranean lair for Rebecca and

Billy to explore. Deep within the dark bowels they'll find familiar old friends with big claws as well as some new horrors who like to monkey around.

REBECCA IN A HOLE



■ Equip the Grenade Launcher with acid rounds if you have them. Use the acid rounds on the giant spiders and head past the locked door on the right and through the door at the end.

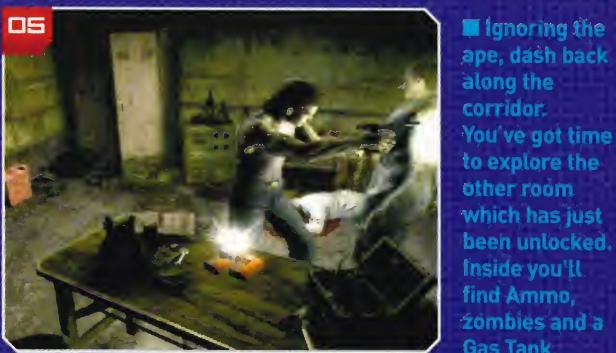


■ It's a nice cosy room with a Typewriter, Green and Blue Herbs, Ink Ribbons, Basement Map and Inmates list. Go through the next door and into a torture chamber.

■ Give Rebecca a boost through the air-vent into another torture chamber. Get the Regulator notes and use the Control Panel. Flip the switches Up, Up, Down and Up to open the door.



■ Rebecca is attacked by mutant apes and falls through a hole in the floor. You now get sole control of Billy, in a race against time to save Rebecca from plunging to her death.



■ Ignoring the ape, dash back along the corridor. You've got time to explore the other room which has just been unlocked. Inside you'll find Ammo, zombies and a Gas Tank.



■ Run down the steps and dodge more rabid apes. Aim for the far door. Go into the Save Room tucked down the corridor just to the right of the end. Now save poor Rebecca.



HUNTERS AND PREY

■ Grab the Ink Ribbon in the Save Room and deal with the apes beating down the door. Just stand your ground in the corner and pick them off with the Shotgun. Don't let them surround you.

01



02



■ Go through the next door, deeper into the basement. Kill the spiders before they can belch poison at you. Enter the room on the right and blast the two giant insects to get the Locker Key.

03



■ Carry on around the corner, through the large double doors and up to the Control Room. Get the Ammo and search the cupboard for the Magnum Shells. Use the Key on the locker.

■ Enter the code 385 to get the Hand Gun parts. Combine them with either Hand Gun to make it more powerful and accurate. Now stand by the control panel and send Billy below.

04



05



■ Make sure that Billy has the Grenade Launcher equipped and switch to Rebecca. Have her flip the left switch, then switch back to Billy and move him round to the next gate. Get the Acid Grenades and equip them. Switch back to Rebecca.

06



■ Have her flip the centre switch, move Billy further, then have Rebecca flip the left switch one last time. Move Billy round to the red button and press it to unleash two Hunters.

07



■ Pump them full of acid rounds for old times' sake, then get the Water Key from their cage. You won't be coming back this way again so make sure you've picked up all the goodies and head back to the Save Room.



UNITY TABLET

■ Outside the basement Save Room there's a circle of stone animals. Use Billy's lighter to ignite the torches by the animals in the following order: Deer, Wolf, Horse, Cougar, Snake, Eagle.



■ Enter the first room to get the Unity Tablet and some empty Bottles. Enter the second room and shoot the zombies before grabbing the Management Trainee's Diary. Now it's time to make tracks back to the Main Hall.



OBEDIENCE TABLET



■ Before continuing, make sure you have plenty of Molotov Cocktails equipped. Go back to the room where you found the White Statue and use the Water Key to unlock the door. Have one character take out the Leech Zombie on their own.



■ Still going solo, enter the first room on the right and take out another Leech Zombie lurking on the right. Have your pal join you again and get the Vice Handle.

■ In the next room, split up again, and have Billy play the piano. Send Rebecca into the Wine Cellar, with Billy staying put. Get the Ammo, Bottles and take the Battery.



■ When the door closes have Billy play the piano again so that the door opens and Rebecca can escape and go through the end door. Move along and through the far door.



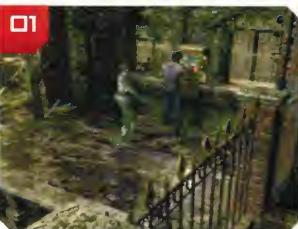
■ Get the Herbs, Ammo, First Aid spray and Bottles. Make up more Molotovs as another Leech Zombie will appear the minute you open the door. Enter the other room.

■ Don't move too far from the door when you set foot in this room as it's full of zombies. Take them all out before using the Vice Handle with the Vice on the workbench. This will release the Obedience Tablet.



THE TRAINING FACILITY

DISCIPLINE TABLET



■ Retrace your steps all the way back out to the Main Hall and go out the front door. Feels good to see daylight. Go over to the freight lift on the right and insert the Battery to get the lift up and running.



■ Bring the crate down on the lift and climb over to the back of it. Push it forward and round until it rests underneath the pillar on the left of the path. Climb up on the crate to get the Obedience Tablet.

THE FLOOD



■ Take all the Tablets and head up to the room where Rebecca was captured by the centipede. The room has been infested by giant insects, so send Billy up on his own first and use a Napalm Grenade to clean it out.



■ Insert two of the Tablets. Before inserting the last one, make sure that you have all items you want to take with you to the next location. Above all, make sure you have the Hookshot – it's essential.

■ If you don't store as many items as possible on the Observatory floor, you'll still get the chance to retrieve them after inserting the last Tablet, but you'll find that lots of vicious monsters have respawned.



■ Finally, when you have all your essential items close at hand, insert the final Tablet. After the Facility experiences a huge shock you'll be prompted to insert the second game disc. You've survived – for now.



NEXT MONTH

If you got all misty eyed and nostalgic at the sight of those cuddly Hunters trying to tear your face off, you'll be happy to know that there are many more such 'pleasant' surprises to come in Part Two of our complete guide.



SUPER MONKEY BALL 2

OUR GUIDE TO THE KILLER COURSES

They look harmless enough, those adorable monkeys rolling around in balls, but some of the courses in *Super Monkey Ball 2* will challenge even the most expert gamer. We show you the easy way to victory.



WORLD ONE: JUNGLE ISLAND

The lush vegetation, sparkling rainbow and cascading waterfall provide the picturesque backdrop to the most gentle of all worlds. Most of the courses are easy as falling off a log, but there are a couple of stinkers.

WORLD ONE



1-5 CONVEYERS

■ This course consists of lots of Small Conveyer Belts and one big one blocking your path to the goal. To cross it, simply dash full pelt towards the goal from the start and your momentum will carry you over.

1-10 CURVE BRIDGE

■ Keep your pace up on the long winding path or you'll run out of time, but make sure you stop at the end and wait for the bridge to rise so that you can roll upwards and reach the goal.



WORLD TWO: VOLCANIC MAGMA

Does exactly what it says on the tin. A red-hot world characterised by streams of molten lava and gusts of glowing embers. Your monkey will have a hard time keeping his cool on these scorching courses.

WORLD TWO



2-3 HOPPERS

■ Land on the Fast Forward button roll back and activate the Play button to slow the huge hoppers down.



2-8 INCHWORMS

■ Activate Play to give you a fighting chance. Only move when you know you won't be flipped in the air.



2-9 TOTALITARIANISM

■ Roll back and press Play again. Now you can move between the hoops before they come crashing down and knock you off the platform. Aim for the bananas as they usually tend to be in safe areas, meaning you have less to fear.



WORLD THREE: UNDER THE OCEAN

Now the courses start to get really fiendish. The soothing drum 'n' bass background music won't make your underwater adventure any easier and the grinning fish in the corner will start to really get on your nerves.

WORLD THREE



3-2 REVERSIBLE GEAR

■ Roll down and wait on the left side of the gear. Watch carefully until you see a gap leading to the goal. Wait until the gear stops momentarily, then roll quickly into the centre and towards the goal. Nice and easy!



3-4 DRIBBLES

■ Press the Play button behind your starting position. This will slow down the huge bouncing blobs and make it easier to pass underneath. Move carefully, checking the blobs' shadows to see when they fall.



3-5 U.R.L.

■ Your main challenge here is to avoid the large U.R.L. that smashes across from left to right. Get a head start by dashing across as fast as possible and dodging to safety on the right when the U.R.L. starts to move.



3-8 TWISTER

■ When the tunnel flattens out dash halfway across. When the tunnel starts moving again stop dead and rest on one of the flat struts. Hold still and then roll to the end once the floor is stable.

WORLD FOUR: INSIDE A WHALE

Who would have thought there was so much steel and glass inside a whale's belly? A surprisingly industrial level, your task is to try and give the unsuspecting mammal a chronic case of indigestion.

WORLD FOUR



4-2 GIANT COMB

■ You can roll through as quickly as possible, but you might be knocked off the edge by the metal teeth. A safer bet is to advance slowly, following the comb and rest between the pink lines.



4-6 LAUNCHERS

■ From the start, drop down and wait in front of the launcher on the left, facing the central spine. When it shoots you in the air, land on the tower. Then drop down into the goal.



4-9 SEESAW BRIDGES

■ Stay as close to the centre of the boards as possible and weave in and out of the obstacles in the centre to prevent the platforms tilting too far either way.



4-10 ARTHROPOD

■ Simply wait for the goal to rotate into view in the centre of the revolving cylinder, then dash across in a straight line as quickly as possible, avoiding the insect legs and the gaps in the floor.



WORLD FIVE: AMUSEMENT PARK

Most people like to play games in amusement parks, but with Dr. Bad-Boon at large amidst the colourful courses our monkey heroes will have to be focused and sharper than ever before. Stay on your furry toes, monkey chums.

WORLD FIVE



5-2 FREE FALL

■ Move just a couple of inches forward on the thin rail, then drop off to the left. Try and twist as you fall so that you land on one of the green platforms, then roll across and through the goal.



5-4 MAD SHUFFLE

■ Press the Play button, then go through the Warp. Watch the patterns of the platforms, then roll across the lower platform, changing quickly between the two as you roll along.



5-5 BEAD SCREEN

■ Press Pause when the fronds stop flapping about so that they form a platform. You'll then be able to roll across towards the goal before they start moving again. Easy when you know how.



5-6 JUMP MACHINE

■ Rest on the central platform at the rear, facing the start point. When you're tossed in the air, aim for the nearest goal, but stay close to the edge until the pink platform pops up.



5-8 TOWER

■ Warp to the top. The separate floors of the tower are sloped so that you'll slip off the edge in the direction you want to go. When you reach the bottom, tip over the edge into the centre goal.



5-9 TOGGLE

■ Roll onto the twisting beams on the right side of the moving structure, just before they start rolling. Then dash very quickly across before the beams flip all the way over and tip you off.

WORLD SIX: BOILING POT

One of the most surreal gaming environments ever. All the courses are balanced precariously over a giant cooking pot, stuffed full of vegetables and brimming with boiling water. Try not to add any monkeys to the stew.

WORLD SIX



6-1 COMBINATION

■ Go through the Warp, then instead of going straight ahead roll behind the Warp, drop down and hit the Play button. Go back through the Warp and roll across the moving squares which are now moving at a more monkey-friendly pace.



6-3 OPERA

■ At the bottom, pull $\mathbb{1}$ sharply to slow down and drop towards the goal.



6-5 TIERS

■ Roll along the wider rails on the left at the bottom. They curve towards the goal.



6-6 CLIFFS

■ Aim for the arrow platform, but press $\mathbb{1}$ when you roll across to make sure you reach the other side.



6-7 SWITCH INFERNO

■ Hit the switch three columns from the left and five rows from the bottom. Now speed to the goal.



WORLD SEVEN: BUBBLY WASHING MACHINE

The good news is that it's open-air washing day in a beautiful Japanese Zen garden. The bad news is that your monkeys have to suffer being shrunk and stuffed in with Dr. Bad-Boon's smelly underclothes. Pheew!

WORLD SEVEN



7-1 SPIRAL BRIDGE

■ Hold tight in the middle of the green platform at the top. When the goal swings into view gently glide sideways onto the goal platform. Don't move too fast or you'll be knocked off.



7-3 OBSTACLE

■ Ride up and across then drop down and pull \odot to hit the base, then \odot so you slam under the screen to the goal.



7-6 FLOCK

■ Try and move diagonally as much as possible. Keep in the centre of each platform to avoid tipping over the edge.



7-7 DOUBLE SPIRAL

■ Head down the ramp to the lower twisting platform. When the orange platform flattens out, roll onto it and keep moving towards the right side, but slowly or you'll slip off.



7-8 HIERARCHY

■ Stick to the corners of the holes and pull \odot on landing. Now jump into the goal.



7-9 8 BRACELETS

■ On the central ring, push \odot to hit the left ring. Repeat until you land on a goal platform.

WORLD EIGHT: CLOCK TOWER FACTORY

You're close to Dr. Bad-Boon now, but first you have to face off against his mechanical monkeys in this creepy cog-ritten castle. This is the hardest level to-date, so be prepared for blood, sweat and tears.

WORLD EIGHT



8-1 PISTONS

■ Keep an eye out for the Pistons and roll across when they drop down. Repeat on the next section until you reach the goal.



8-2 SOFT CREAM

■ Hit Play, and aim for the flat part of the ice cream. Moving forward, gently push \odot as you go. Near the end, speed up so that you clear the jump.



8-4 ENTANGLED PATH

■ Press Fast Forward, then wait and hit Play. Follow the pathways as they unfold in the direction of the bananas. Keep on until you hit the goal.



8-6 VORTEX

■ Jump aboard the swirl and push \odot . Dash to the edge and face the other way. You should now be able to make it across to the goal platform.



8-8 TRAMPOLINE

■ Rest on the first bouncing platform and you'll be thrown up to the next level. At the goal, stay still while tossed in the air, then dash for the goal on landing.



8-9 SWING SHAFT

■ Dash along the central blocks, then switch to the other side when the platform tilts. You can use the blocks to stop you falling, but it's slower than the first method.

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Nintendo®

OFFICIAL MAGAZINE

TNT BUYER'S GUIDE

LOOKING FOR A BELATED ST. VALENTINE'S DAY PRESENT? RELAX, WE'VE GOT EVERY GAMECUBE GAME RATED INSIDE AND THE VERY BEST GBA RACERS.



TNT: GOLD – 10/10
Gaming perfection



TNT: MUST BUY – 9/10
Almost perfect

HIGHLY RECOMMENDED
■ GOOD
■ AVERAGE
■ COULD BE FLAWED

POOR
■ DIRE
■ DISASTROUS
■ A DISGRACE

ACE GOLF



■ 1-4 Players ■ Issue 123
■ Memory / 5 Blocks

Price £39.99
P

Our Verdict This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

<http://www.eidosinteractive.co.uk>



AGGRESSIVE INLINE



■ 1-2 Players ■ Issue 121
■ Memory / 57 Blocks

Price £39.99
P

Our Verdict More extreme sports tomfoolery glides onto GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card 59!

<http://www.acclaimuk.com>



BEACH SPIKERS



■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

Price £39.99
B

Our Verdict One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player mode has its limitations, though.

<http://www.sega.com>



BIG AIR FREESTYLE



■ 1-2 Players ■ Issue 125
■ Memory / 3 Blocks

Price £39.99
P

Our Verdict A better-than-average stab at motocross fun, this is the easiest of the mud-splattered GameCube racers to play. There's a good sense of speed, but overall it's let down by a lack of excitement.

<http://www.bigairfreestyle.com>



BLOODY ROAR EXTREME



■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

Price £39.99
B

Our Verdict Mutant fighters go one-on-one in this GameCube beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

<http://www.activision.com>



BMX XXX



■ 1-2 Players ■ Issue 124
■ Memory / 18 Blocks

Price £39.99
P

Our Verdict This x-rated title will raise a brief smile if you're old enough to understand it, and this just about masks the cynical concept. But without the gags this'd be a pretty average BMX simulation.

<http://www.bmxxxx.com>



BOMBERMAN GENERATIONS



■ 1-4 Players ■ Issue 123
■ Memory / 3 Blocks

Price £39.99
P

Our Verdict The one-player adventure is slow paced and badly designed, but if you're a fan of the *Bomberman* series, this instalment is worth picking up for the frantic multiplayer mode alone.

<http://www.vugames.com>



BURNOUT



■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

Price £39.99
B

Our Verdict Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

<http://www.acclaimuk.com>



CEL DAMAGE



■ 1-4 Players ■ Issue 116
■ Memory / 2 Blocks

Price £39.99
P

Our Verdict GameCube's first foray into cel-shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

<http://www.uk.ea.com>



CRASH BANDICOOT THE WRATH OF CORTEX



■ 1 Player ■ Issue 123
■ Memory / 2 Blocks

Price £39.99
P

Our Verdict Varied levels, from platforming to dogfighting, make this a fun title to play, but skilled gamers will complete it within five hours. It also suffers from an almost constant drop in frame-rate.

<http://www.vugames.com>



DARK SUMMIT



■ 1-4 Players ■ Issue 117
■ Memory / 4 Blocks

Price £39.99
P

Our Verdict Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this fun but limited snowboarding/adventure title.

<http://www.thq.com>



DIE HARD VENDETTA



■ 1 Player ■ Issue 123
■ Memory / 6 Blocks

Price £39.99
B

Our Verdict This is a clever blend of action and stealth with an involving story line. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.

<http://www.foxinteractive.com>



TNT BUYER'S GUIDE



DISNEY SPORTS FOOTBALL



■ 1-4 Players ■ Issue 123
■ Memory / 15 Blocks

Our Verdict A fine football game for the whole family, *Disney Sports Football* has excellent A.I. and comical animation. It's best played in multiplayer mode, so get a mate round for a giggle.

<http://www.konami-europe.com>

Price £39.99



FIFA 2003



■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

Our Verdict After the awful 2002 *FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but relegation material. Great graphics and playability make this a serious title contender.

<http://www.uk.ea.com>



DRIVEN



■ 1-2 Players ■ Issue 116
■ Memory / 5 Blocks

Our Verdict The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

<http://www.bam4fun.com>

Price £39.99



FREEKSTYLE



■ 1-4 Players ■ Issue 121
■ Memory / 2 Blocks

Our Verdict From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders, and the track designs make this exceptional, but it's also a very unforgiving ride.

<http://www.uk.ea.com>



EGGO MANIA



■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

Our Verdict Kind of like *Tetris* in reverse, this block-building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. A good price, too.

<http://www.kemco-europe.com>

Price £29.99



GODZILLA DESTROY ALL MONSTERS MELEE



■ 1-4 Players ■ Issue 125
■ Memory / 2 Blocks

Our Verdict One of the top beat-'em-ups on GameCube, this is packed to the irradiated gills with B-Movie violence and features many faces from the movies. Get a few mates over and watch the scales fly.

<http://www.godzilladamm.com>



ETERNAL DARKNESS SANITY'S REQUIEM



■ 1 Player ■ Issue 122
■ Memory / 3 Blocks

Our Verdict A truly unique and original game with a great script, cut-scenes and the innovative Sanity system. *Eternal Darkness* will leave you spooked, stumped and speechless.

<http://www.nintendo.co.uk>

Price £44.99



HARRY POTTER AND THE CHAMBER OF SECRETS



■ 1 Player ■ Issue 124
■ Memory / 4 Blocks

Our Verdict If you're in love with all things Potter, *The Chamber of Secrets* will have you spellbound – for a while. Harry's second adventure also has some of the finest visuals on GameCube so far.

<http://www.harrypotter.ea.com>



EXTREME G-3



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. And with no slowdown in multiplayer, speed freaks would be wise to take a look.

<http://www.acclaimuk.com>

Price £39.99



HOT WHEELS VELOCITY X



■ 1-4 Players ■ Issue 125
■ Memory / 1 Block

Our Verdict A top racer at a great price, *Velocity X* is a real treat for petrol heads and fans of the tiny terrors alike. And with a great Battle mode and tons of destructible scenery, it's fun right from the start.

<http://www.hotwheels.com>



F1 2002



■ 1-4 Players ■ Issue 118
■ Memory / 4 Blocks

Our Verdict Coulthard and Co. bring the F1 world to life, giving race fans an authentic-looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.

<http://www.uk.ea.com>

Price £39.99



ISS2



■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

Our Verdict A firm football favourite at *NOM*, *ISS2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

<http://www.konami-europe.com>





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

HIGHLY RECOMMENDED
GOOD
AVERAGE
COULD BE FLAWED

POOR
DIRE
DISASTROUS
A DISGRACE

JAMES BOND 007 IN... AGENT UNDER FIRE



■ 1-4 Players ■ Issue 118
■ Memory / 3 Blocks

Price £44.99



Our Verdict It's not quite as classy as *GoldenEye 007* and it doesn't offer much challenge to veterans, but it stays true to the *Bond* name and the mix of driving and shooting makes it worth a look.

<http://www.uk.ea.com>



JAMES BOND 007 NIGHTFIRE



■ 1-4 Players ■ Issue 124
■ Memory / 2 Blocks

Price £44.99



Our Verdict James Bond's second GameCube outing is rip-roaring stuff and only misses out on a Must Buy rating due to a disappointing multiplayer option and a lack of *Bond* humour.

<http://www.uk.ea.com>



KELLY SLATER'S PRO SURFER



■ 1-2 Players ■ Issue 121
■ Memory / 10-14 Blocks

Price £39.99



Our Verdict Activision's 02 line-up doesn't just feature *Tony Hawk's* as this game will testify. Nearly two hours of beautiful footage sets the scene for a refreshing challenge. Be prepared, it takes time to master.

<http://www.activision02.com>



LOST KINGDOMS



■ 1-2 Players ■ Issue 119
■ Memory / 2 Blocks

Price £39.99



Our Verdict Formerly known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessively collecting cards for some great monster battles. Worth a look while you wait for *Zelda*.

<http://www.activision.com>



LUIGI'S MANSION



■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £39.99



Our Verdict Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

<http://www.nintendo.co.uk>



MADDEN NFL 2003



■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks

Price £39.99



Our Verdict American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Exciting mini-games and a 30-season Franchise mode make it Superbowl material.

<http://www.uk.ea.com>



MARIO PARTY 4



■ 1-4 Players ■ Issue 123
■ Memory / 2 Blocks

Price £39.99



Our Verdict All your favourite Nintendo characters appear in this wacky and competitive game, making *Mario Party 4* one of the most original and appealing titles on GameCube.

<http://www.nintendo.co.uk>



MAT HOFFMAN'S PRO BMX 2



■ 1-8 Players ■ Issue 123
■ Memory / 18 Blocks

Price £39.99



Our Verdict *Pro BMX 2* is a solid title and well worth the purchase, but it's neither as polished, nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

<http://www.activision02.com>



MEDAL OF HONOR FRONTLINE



■ 1-4 Players ■ Issue 123
■ Memory / 4 Blocks

Price £39.99



Our Verdict An excellent and atmospheric attempt at bringing the horror of WWII to GameCube, *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you at times.

<http://www.uk.ea.com>



MORTAL KOMBAT: DEADLY ALLIANCE



■ 1-2 Players ■ Issue 125
■ Memory / 1 Block

Price £39.99



Our Verdict *Mortal Kombat* is back to its beat-'em-up best in this gruesome brawler. With new fighters, new moves, slick graphics and over 600 secrets to unlock, this is what *MK* fans have been craving.

<http://www.midway.com>



MX SUPERFLY



■ 1-2 Players ■ Issue 121
■ Memory / 8 Blocks

Price £39.99



Our Verdict Not quite as good as *Excitebike 64* or EA's *Freekstyle*, THQ's motocross racer is a little too realistic for its own good and that ruins the fun. Freestyle mode and the mini-games don't quite save it.

<http://www.mxsuperfly.com>



NBA COURTSIDE 2002



■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks

Price £39.99



Our Verdict It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

<http://www.nintendo.co.uk>





NEED FOR SPEED HOT PURSUIT 2



■ 1-2 Players ■ Issue 122
■ Memory / 7 Blocks

Our Verdict This is a tidy little racer with plenty of cars and game modes, but it has problems in the handling and speed departments. If you want seriously eye-watering race action, grab a copy of *Burnout*.

<http://www.uk.ea.com>

NHL HITZ 20-02



■ 1-4 Players ■ Issue 116
■ Memory / 8 Blocks

Our Verdict Over the top and over here, *NHL Hitz 20-02* breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

<http://www.midway.com>



RESIDENT EVIL



■ 1 Player ■ Issue 120
■ Memory / 8 Blocks

Our Verdict Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves. *Resident Evil* is one of the top horror games to buy for your GameCube.

<http://www.capcom.com>



NHL HITZ 20-03



■ 1-4 Players ■ Issue 122
■ Memory / 8 Blocks

Our Verdict Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

<http://www.midway.com>



ROCKY



■ 1-16 Players ■ Issue 123
■ Memory / 2 Blocks

Our Verdict *Rocky* is the boxing game on GameCube. Guide droopy-eyed Sly through the epic punch-ups featured in the five movies, fighting Apollo Creed, Clubber Lang and Ivan Drago along the way.

<http://www.rockythegame.com>



PIKMIN



■ 1 Player ■ Issue 118
■ Memory / 4 Blocks

Our Verdict Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

<http://www.nintendo.co.uk>



SEGA SOCCER SLAM



■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

Our Verdict They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

<http://www.sega.com>



PRO RALLY



■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

Our Verdict The GameCube's first rally game is packed with tracks, cars and great graphics. Unfortunately, it lacks the precise controls to make it a truly essential driving experience.

<http://www.ubisoft.co.uk>



SMUGGLER'S RUN: WARZONES



■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

Our Verdict There's nothing else like *Smuggler's Run: Warzones* on GameCube and while the one-player mode might be a little slow and repetitive, the multiplayer game is a total riot.

<http://www.rockstargames.com>



RED CARD



■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

Our Verdict Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode, too.

<http://www.midway.com>



SPIDER-MAN



■ 1 Player ■ Issue 118
■ Memory / 2 Blocks

Our Verdict The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there are a variety of levels and some top bosses.

<http://www.activision.com>



SPYHUNTER



■ 1-2 Players ■ Issue 117
■ Memory / 2 Blocks

Our Verdict The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.

<http://www.midway.com>





TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

B HIGHLY RECOMMENDED
? GOOD
C AVERAGE
S COULD BE FLAWED

4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

SSX TRICKY



■ 1-2 Players ■ Issue 118
■ Memory / 5 Blocks

Price £39.99

7

■ Our Verdict EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

<http://www.uk.ea.com>



STAR FOX ADVENTURES



■ 1 Player ■ Issue 123
■ Memory / 3 Blocks

Price £44.99

9

■ Our Verdict He took his time, but now Fox is back and fighting evil on Dinosaur Planet, sweeping you along with his beautiful and mesmerising quest. The only trouble is it's not long enough.

<http://www.nintendo.co.uk>



STAR WARS BOUNTY HUNTER



■ 1 Player ■ Issue 125
■ Memory / 2 Blocks

Price £39.99

8

■ Our Verdict Yet another Star Wars title hits GameCube, this time following the exploits of the galaxy's greatest bounty hunter, *Episode II*'s Jango Fett. Full of flashy gun-toting action, *Star Wars* fans will love it.

<http://www.lucasarts.com>



STAR WARS JEDI KNIGHT II: JEDI OUTCAST



■ 1-2 Players ■ Issue 123
■ Memory / 27 Blocks

Price £39.99

9

■ Our Verdict Battle your way from one side of the galaxy to the other, solving puzzles, blasting Imperial scum and using mind-tricking, throat-crushing Force powers along the way. Great stuff!

<http://www.lucasarts.com>



STAR WARS ROGUE LEADER: ROGUE SQUADRON II



■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £44.99

9

■ Our Verdict Video games rarely come near to recreating the original *Star Wars* trilogy, but LucasArts' stunning title comes very close – and it's only playable on Nintendo GameCube.

<http://www.lucasarts.com>



STAR WARS THE CLONE WARS



■ 1-4 Players ■ Issue 123
■ Memory / 3 Blocks

Price £39.99

8

■ Our Verdict What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal, much like *Rogue Squadron II*. The multiplayer mode is great, too.

<http://www.lucasarts.com>



SUPER MARIO SUNSHINE



■ 1 Player ■ Issue 121
■ Memory / 7 Blocks

Price £39.99

10

■ Our Verdict One of video games' greatest icons returns in Shigeru Miyamoto's latest masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

<http://www.nintendo.co.uk>



SUPER MONKEY BALL



■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks

Price £39.99

8

■ Our Verdict Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

<http://www.sega.com>



SUPER SMASH BROS. MELEE



■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

Price £39.99

9

■ Our Verdict The sequel to the N64 best seller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero*'s Mute City and *Zelda*'s Termina. Superb!

<http://www.nintendo.co.uk>



TIGER WOODS PGA TOUR 2003



■ 1-4 Players ■ Issue 124
■ Memory / 32 Blocks

Price £39.99

8

■ Our Verdict The best golf game on GameCube, this misses out on greatness due to the lack of a comprehensive Tour mode. But the graphics are stunning and the control system is top-class.

<http://www.uk.ea.com>



TIMESPLITTERS 2



■ 1-4 Players ■ Issue 122
■ Memory / 2 Blocks

Price £44.99

9

■ Our Verdict Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

<http://www.eidos-interactive.co.uk>



TONY HAWK'S PRO SKATER 3



■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks

Price £39.99

9

■ Our Verdict The best just got better. This is a totally awesome extreme sports game that's addictive and very hard to master. It'll keep you coming back for just one more go.

<http://www.activision02.com>



TONY HAWK'S PRO SKATER 4



■ 1-2 Players ■ Issue 123
■ Memory / 7 Blocks

Our Verdict Tony 4 takes everything that's good about the series and adds more freedom, tricks and fun. With so many challenges and mini-games you'll still be playing when Tony 5 appears.

<http://www.activision02.com>



TUROK EVOLUTION



■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

Our Verdict Despite all the hype surrounding the release of *Turok Evolution*, the game itself feels like a missed opportunity. Distracting for a while, but definitely not state of the art.

<http://www.acclaimuk.com>



TY THE TASMANIAN TIGER



■ 1 Player ■ Issue 123
■ Memory / 1 Block

Our Verdict If you like your platform adventures on the right side of cute and cuddly, check this one out. *Ty the Tasmanian Tiger* has plenty of variety, including some cool swimming levels.

<http://www.uk.ea.com>



FIVE GREAT GBA RACING GAMES

This month we've listed our top-five GBA racing games (in no particular order) and we bet you'll love them all.

1

V-RALLY 3

■ 1-4 Players ■ Issue 118



Our Verdict The ultimate GBA rally game. Sharp graphics and fine control make this a classic slice of driving action.



2

MARIO KART SUPER CIRCUIT

■ 1-4 Players ■ Issue 109



Our Verdict Retaining the enormous fun and excitement of previous *Mario Kart* games, *Super Circuit* is a classic.



3

GT ADVANCE 2: RALLY RACING

■ 1-2 Players ■ Issue 117



Our Verdict With 42 tracks and loads of high-performance cars to thrash around in authentic weather conditions, this is a must.



4

MICRO MACHINES

■ 1-4 Players ■ Issue 125



Our Verdict The classic gaming series hits GBA, retaining all the fun of its forebears with great tracks and multiplayer fun.



5

F-ZERO MAXIMUM VELOCITY

■ 1-4 Players ■ Issue 106



Our Verdict Fresh, sharp and stylish, *F-Zero* is a real pleasure to play, and with the multiplayer mode too, you're onto a winner.



WAVE RACE BLUE STORM



■ 1-4 Players ■ Issue 116
■ Memory / 12 Blocks

Our Verdict No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single-player mode is very tough to beat. Give it a go, you won't be disappointed.

<http://www.nintendo.co.uk>



WORMS BLAST



■ 1-2 Players ■ Issue 117
■ Memory / 3 Blocks

Our Verdict Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are very nasty.

<http://www.team17.com>



WRECKLESS: THE YAKUZA MISSIONS



■ 1-2 Players ■ Issue 124
■ Memory / 19 Blocks

Our Verdict If action-packed racers are your thing, *Wreckless* is one to consider. Drive a multitude of high-powered motors through the streets of Hong Kong in an attempt to defeat the deadly Yakuza.

<http://www.activision.co.uk>



ZOOCUBE



■ 1-4 Players ■ Issue 120
■ Memory / 2 Blocks

Our Verdict At just under £40, there isn't enough variety for your money and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

<http://www.acclaimuk.com>



NINTENDO OFFICIAL MAGAZINE'S GAMES BIN



Any GameCube game that we rate as a six or lower gets dumped into the *Nintendo Official Magazine* Games Bin. Yeugh!

GAMECUBE

- 18 Wheeler [117] 4/10
- 2002 FIFA World Cup [118] 4/10
- Barbarian [121] 6/10
- Batman Vengeance [116] 5/10
- Blood Omen 2 [125] 6/10
- Capcom Vs. SNK 2 EO [120] 6/10
- Crazy Taxi [116] 6/10
- Dave Mirra Freestyle BMX 2 [116] 6/10
- Disney's Magical Mirror Starring Mickey Mouse [121] 6/10
- Disney's Tarzan Freeride [116] 6/10
- Donald Duck Quack Attack [117] 4/10
- Doshin The Giant [122] 6/10
- ESPN International Winter Sports 2002 [117] 6/10
- Fire Blade [125] 6/10
- Gauntlet Dark Legacy [121] 4/10
- Jeremy McGrath Supercross World [118] 5/10
- Knockout Kings 2003 [123] 6/10
- Legends of Wrestling [117] 4/10
- Legends of Wrestling II [125] 6/10
- Minority Report [125] 6/10
- Mystic Heroes [123] 6/10
- NBA Live 2003 [123] 5/10
- NHL 2003 [121] 5/10
- Pro Tennis WTA Tour [122] 6/10
- Robotech Battlecry [125] 6/10
- Reign of Fire [124] 6/10
- Rocket Power Beach Bandits [123] 5/10
- Scooby-Doo! Night of 100 Frights [123] 6/10
- Sonic Adventure 2 Battle [116] 6/10
- Spyro: Enter the Dragonfly [124] 6/10
- Taz Wanted [122] 5/10
- Tetris Worlds [122] 5/10
- The Simpsons Road Rage [117] 5/10
- Top Gun Combat Zones [121] 6/10
- UFC Throwdown [121] 6/10
- Universal Studios Theme Parks Adventure [116] 3/10
- Virtua Striker 3 Ver. 2002 [118] 4/10
- WWE Wrestlemania X8 [122] 6/10
- X-Men Next Dimension [125] 6/10

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CLASSIC SCENE 04



GOLDENEYE 007

■ Release 1997 ■ By Rare

Whenever we think about the glory days of the N64, there's one game that always springs to mind as one of the console's greatest ever titles – the still-marvellous *GoldenEye 007*.

This is a stealthy First Person Shooter that closely follows the plot of the film, from the very first scene at the dam, to a final showdown with Trevelyan in the Cradle level.

The emphasis on stealth was like nothing ever seen before, and the design of the levels and clever A.I. of the guards meant you had to employ tactics of observation, caution and patience to get through without being shot and killed.

But it wasn't only the outstanding one-player missions that made *GoldenEye 007* such a timeless classic. To this day, the four-player deathmatch mode is one of the best on any console game. Ever.

For many, owning *GoldenEye 007* was the single reason why they bought an N64 and there's no doubt that this game sold hardware by the truckload.

5 THINGS YOU MAY NOT KNOW

01 A part of the *GoldenEye 007* development team left Rare and went on to create the equally fantastic *TimeSplitters 2*.

02 Special button-code cheats were kept a deep, dark secret by Rare for nearly two years.

03 A screenshot on the back of the UK game box showed a gun that wasn't in the final game.

04 Rare scrapped plans to put Hammers fan and ex-NOM Deputy Editor, Shaun White, in the game as a guard.

05 In the Dam level, there was a distant and unreachable tower in the water. We tried and tried to get there, but never could!

LEVEL: FACILITY



» This is our favourite level in the game and it begins in the air ducts. Shoot the guard in the toilet and then drop down.



» After cleaning out the corridors and getting the Keycard, you go to the next area where the scientists are to be found.



» Up ahead, take out a room full of troops to get to a computer that opens the doors to the Lab area. Don't shoot the scientist!



» Speak to Trevelyan whilst placing explosives on the gas tanks. Detonate them and escape. Mission complete!



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